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NEW

Planet PlayStation Magazine

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MAX POWER RACING
BRIAN LARA CRICKET
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DEVIL DICE
LEGEND
KNOCKOUT KINGS 99
ASTEROIDS
RIVAL SCHOOLS
RUGRATS
SENSIBLE SOCCER
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HUH HUH...COOL!

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8 TOP COMPOS! WORTH OVER £1000!

MORE FREE CARDS!
(THEY'RE ON THE BACK COVER!)

MEET THE

Planet PlayStation Magazine CREW

XMAS IS OVER FOR ANOTHER YEAR, BUT THE PLANET GANG AREN'T FEELING TOO DOWN. WE'VE GOT A YEAR OF TOP GAMES AHEAD OF US, AND THREE TONS OF CHOCOLATE TO FINISH. BURP!

DAN

EDITOR DAN SPENT THIS CHRISTMAS CUDDLING PEOPLE IN SUPERMARKET FOYERS TO SPREAD A LITTLE FESTIVE CHEER. THE POLICE DIDN'T AGREE. THE SILLY BOY HAD FORGOTTEN TO PUT HIS TROUSERS ON! HOW THE JUDGE LAUGHED.

NEW YEAR RESOLUTION: TO WEAR TROUSERS
CURRENT FAVE: AKUJI THE HEARTLESS
LOOKING FORWARD TO: FINAL FANTASY VIII
SMELLS LIKE: PINE NEEDLES

BREN

BREN ENTERED THE WORLD OF PANTO THIS CHRISTMAS, WITH HIS OWN ONE MAN SHOW AT THE CHEADLE COMMUNITY SHED. SADLY "GOOSE IN BOOTS" WAS NOT A BIG HIT AND BREN WAS EGGED OFF STAGE BY IRATE PENSIONERS

NEW YEAR RESOLUTION: CLEAN UP THOSE EGGS
CURRENT FAVE: RIVAL SCHOOLS
LOOKING FORWARD TO: ALIEN RESURRECTION
SMELLS LIKE: OLD LADIES

JOHN

LOVER MAN JOHN SPENT THE HOLIDAY SEASON WOOING RICH WIDOWS IN THE SOUTH OF FRANCE. BUT THE DAFT SOD MADE A TRAGIC MISTAKE AND ENDED UP GETTING MARRIED TO A GIBBON. HE WON'T TELL US HOW IT HAPPENED...

NEW YEAR RESOLUTION: LOSE THE GIBBON
CURRENT FAVE: MAX POWER RACING
LOOKING FORWARD TO: RUGRATS
SMELLS LIKE: SAND

IAN

IT ALL GOT A BIT WEIRD AT PLANET TOWERS WHEN IAN ANNOUNCED HE WAS MOONLIGHTING AS THE FINANCE MINISTER IN THE BELGIAN GOVERNMENT. HE DOESN'T WANT TO DO IT, BUT THEY FORCE HIM. POOR LAD.

NEW YEAR RESOLUTION: SORT OUT INFLATION
CURRENT FAVE: RIVAL SCHOOLS
LOOKING FORWARD TO: SHAO LIN
SMELLS LIKE: BELGIUM

PlayStation

For more information on Rugrats check out

Comin to play

NICKELODEON™

nick.com

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the internet: thq.com, rugratsmovie.com, nick.com

THQ

www.thq.com

g out soon!

WELCOME BACK!

Hello again! If you bought the last issue, thanks for making the wise decision of joining us again for more PlayStation fun than you can wave a ruddy big stick at. If this is your first issue, well, better late than never I suppose. Don't do it again. Turn to page 66 and subscribe right now. It's only £12, cheaper than Celine Dion's new album, and a lot less crap.

As you'll have spotted, it's all gone cartoon mad this month, with Beavis and Butthead tickling our funny bones and the wonderful Rugrats showing us around their peculiar world. But if grown up nastiness is more your thing, check out Akuji on page 18. You'll like him.

Almost out of space for another month, but there's just enough time to mention the COMPLETE! CRASH 3! SOLUTION! on page 50. Oh, and the money off voucher on page 33. And the 16 pages of cool posters. And the gallons of great prizes to be won. And...oh, sod it. Just read the mag. It's all in here. You know you want to.

See you next time!

DAN

Editor

Write to us at:

Planet PlayStation
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Use this address for competitions, letters, pictures, tips, cheats, your reviews, old sandwiches...anything you fancy really. Make our posthag bulge. And it won't cost you a penny!

Planet PlayStation Magazine

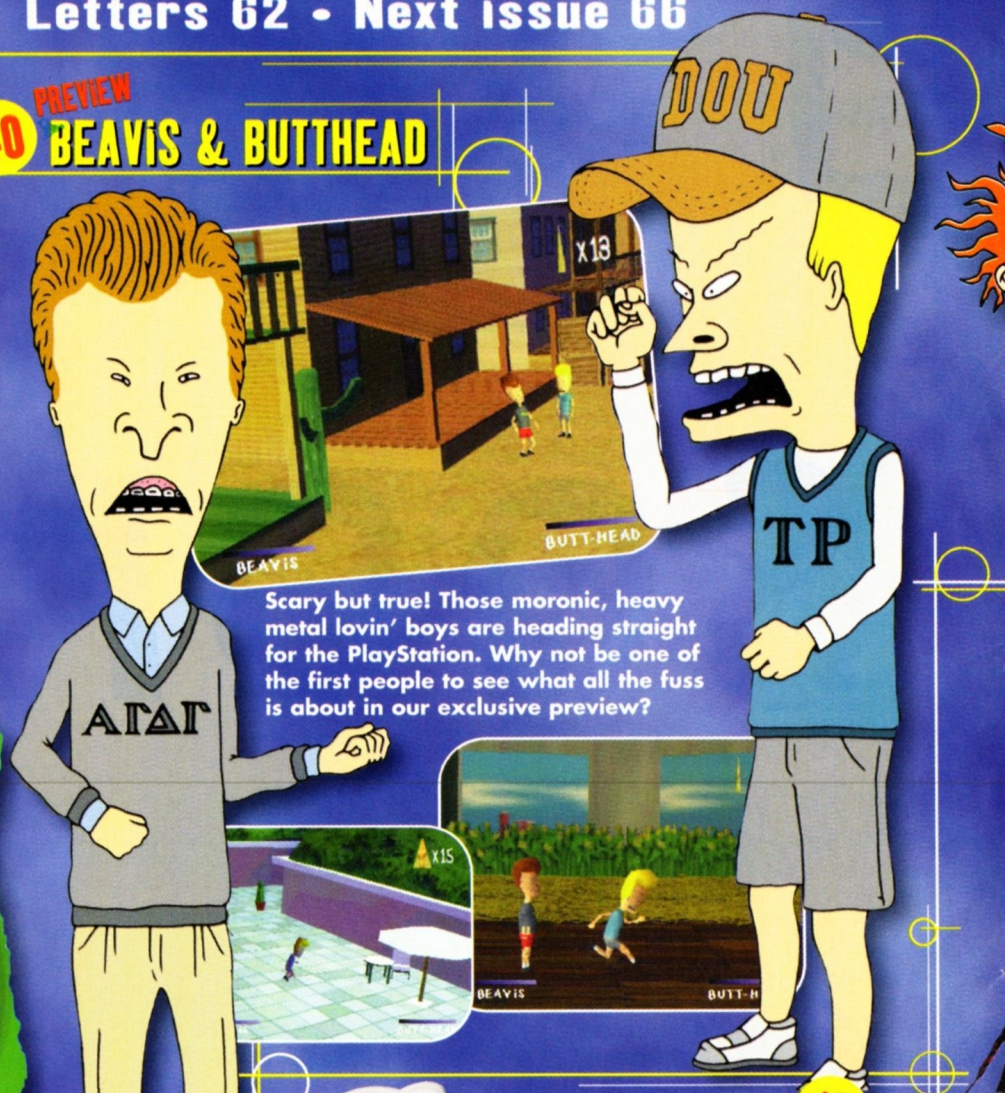
ISSUE 2 FEBRUARY 1999

REGULARS

News 06- Stuff 12 - Cheats 46
Letters 62 - Next issue 66

PREVIEW

40 BEAVIS & BUTTHEAD



Scary but true! Those moronic, heavy metal lovin' boys are heading straight for the PlayStation. Why not be one of the first people to see what all the fuss is about in our exclusive preview?

THE SCORING SYSTEM EXPLAINED

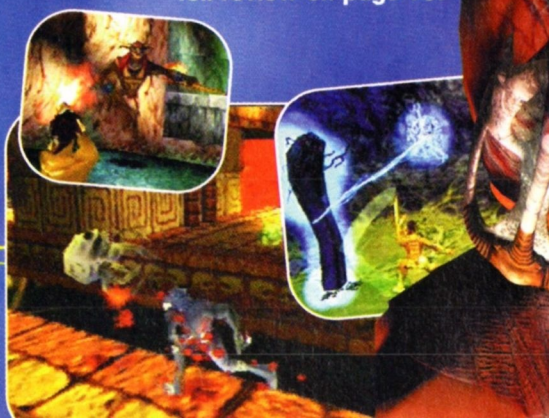
We mark each game on four areas. Gameplay, Lastability, Graphics and Sound. Gameplay is marked out of 50 points. Lastability and Graphics are worth 20 each. Sound, not being all that important in the grand scheme of things, earns a maximum of 10. So add up these scores and you get a mark out of 100. Stick a percentage sign after it, and you've got our final score. So games that earn 75% or over are highly recommended. These games are Silver Awards, and we reckon you'll get your moneys worth. Games that get 90% or over are extra special. These are the games that represent the pinnacle of their genre, or take the PlayStation to a new level. The Tekken 3's and Final Fantasy's of the world. If you don't play these games at least once, then basically you're a daft gimp and small children will point at you and laugh. That's a Gold Award. So, Silver Award means it's a stonker and a Gold Award means that it's just about the best thing since sliced bandicoot. All clear? Good. Now get stuck in...

REVIEW

18

AKUJI THE HEARTLESS

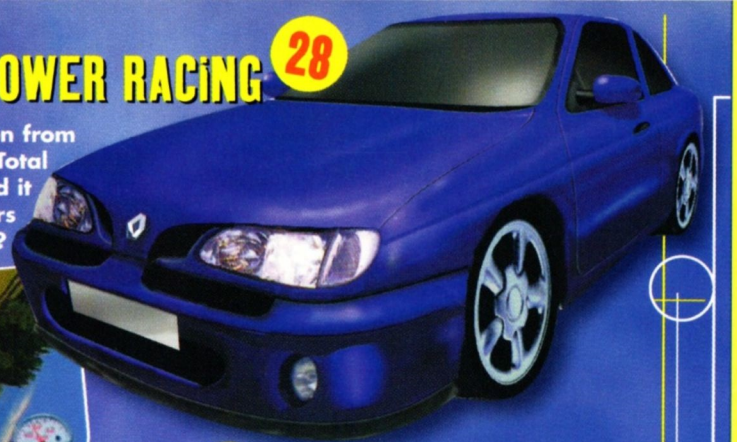
This dark and dangerous voodoo adventure got our pulses racing this month. Find out why in our full review on page 18!



REVIEW

MAX POWER RACING 28

More car action from the creators of Total Drivin'. But did it get our motors running?



34 RUGRATS PREVIEW

Baby, you're so cool! Take a sneaky look at what could be the smoothest TV-to-game conversion ever!

FREE RUGRATS POSTER CALENDAR!

TOMB RAIDER 3™ SECRETS!

46 Bought the game and stuck already? You'll be needing our top secrets then mates, handily placed for your personal use on page 46!

£5 OFF ANY FULL PRICE GAME!
SEE PAGE 33 FOR MORE DETAILS

50 CRASH 3 THE COMPLETE SOLUTION!

INSIDE!

REVIEWS

Akuji the Heartless	18
Brian Lara Cricket	22
Rushdown	24
Devil Dice	25
NBA Live 99	26
Legend	27
Max Power Racing	28
Knockout Kings 99	30
Asteroids	31
Rival Schools	32

PREVIEWS

Rugrats	34
Syphon Filter	36
Sensible Soccer	37
Quake 2	38
Beavis & Butthead	40
Player Manager	42
Warzone	42
Tiger Woods 99	44
Deep Blue	45

FEATURES

10 Games You'll Never See	14
Crash 3 Complete Solution	50

PRIZES GALORE!

Win! Abe Goodies!	07
Win! Small Soldiers Games	07
Win! Signed Shearer Stuff!	08
Win! TOCA 2 & Music Goodies!	10
Win! A Theme Park Holiday!	17
Win! Manga Videos!	33

COMPETITION RULES:
Editor's decision is final.
Employees of IDG Media and companies involved in competitions, and their relatives, may not enter.
A list of competition winners is available by sending an SAE to IDG Media.
No purchase required.
Please state if you do not wish to receive mailings from other companies.

FREE CARD GAME!
Complete the set - turn to the back cover now!

Planet PlayStation Magazine

NEWS

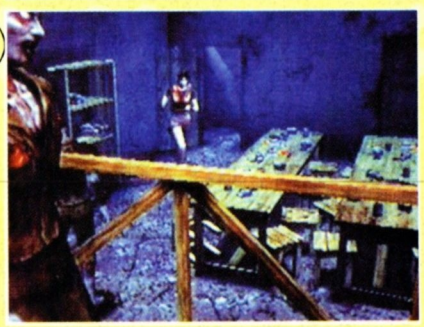
The most ferocious information animals, trapped and caged for your pleasure in a news zoo

ZOMBIES FIGHT FOR THREEDOM

Resident Evil 3 is on it's way at last!

Horror fans can breathe a sigh of relief. Capcom have started work on the third instalment of the ever-popular Resident Evil series. Regardless of what you may see or hear elsewhere, there has been no official announcement about the game, and the plot is still unknown. Mind you, if you played Resident Evil 2 to the bitter end and read the Resident Evil comic stories, you can make some educated guesses. In the S.T.A.R.S office in RE2, we learned that Chris Redfield, from the first game, went to Europe to investigate the Umbrella corporation's dodgy dealings on the continent. This is backed up by information from the US Resident Evil comic series, where the debriefing after Resident Evil sees Chris and Jill Valentine announcing their plans. So, it looks like Europe may be the setting for the third chapter. With all the spooky architecture on offer it sounds like this could be the scariest yet. Our fingers are crossed for some sort of sinister castle setting, high in the Bavarian mountains.

These screenshots do look very tempting, and some mags may be touting them about as exclusive first shots. Pity they're from the Sega Dreamcast version. It will be out on the PlayStation, but rest assured we'll bring you the first proper screens as soon as we get them.



GEE! MORE POLICE ACTION!

Psygnosis' superb futuristic jet-copter sim G Police is set to spawn a sequel, allowing you to dispense instant judgement to more space age criminals. Weapons Of Justice is its imposing title, and all we know at the moment is that you won't be restricted to the 'copter this time around. More vehicles await you, as well as bigger levels and more in-depth missions. Fans of the first game can try out some new vehicles right now, simply by entering PANTALON as the password. That'll unlock some new training missions, including police car chases and a flying robot suit. But you'll have to wait until March for G Police 2.

YOUR FANTASIES COME TRUE

News of a release date for Final Fantasy VIII is unravelling like a giant fact onion. It seems those lucky Japanese will be getting their paws on Square's beauty on February 11 of next year, with a US release around September 9. Yet sadly there is still no date set for a UK release. Boo.

THE BOY DONE GOOD

Fans of stat-filled soccer punditry can now proudly walk around town wearing a big hat saying "I'm looking forward to 1999 for two very good reasons". The reasons being the announcement of not one, but two footy management games. Player Manager is covered on page 42, and Gremlin's sequel to their hugely lovely Premiere Manager 98 is covered right here. Called, for some reason, Premiere Manager 99 it takes the tried and tested database of the first and upgrades it to include 3,500 players. Plus! Plus! The chance to participate in the glamour and flair of the Italian leagues. Which is quite sexy. It'll be out before you can say "At the end of the day, we had to play to win". More news next issue.

ANIMANIAC MANIA!

Watch out! The wild and wacky characters from the hit TV series are coming to the Playstation. Animaniacs Ten Pin Alley will feature an all-star cast from the cartoon show. While it may revolve around comedy cartoon characters, the game allows you to control and perfect your spin, aim, power and release point of the ball, whilst having a great time with the loveable goons. You can choose your player from nine of the series' characters, including Yakko, Wakko, Dot, Ralph the Guard, Dr. Scratchansniff and The Brain In The Human Suit. We think their names are a bit of a giveaway as to what their bowling skills are like...but you will have to wait for its release to find out!

WIN! COOL MANGA VIDS!

We're offering two copies of the Warriors Of The East box sets from Manga Video, featuring three classic slugfests, two copies of the Metalheadz drum n' bass documentary and two Official UK Breakdance videos. So if you're after limb slicing action flicks, and the chance to watch mad blokes spin on their heads, then answer the following question:

WHAT DOES THE WORD MANGA MEAN IN JAPANESE?

A) IRRESPONSIBLE PICTURES
B) HAPPY IMAGE BABIES
C) BAD DUBBING EXPERIENCE

Send answers on stuck down envelopes, or glued to the enamel of your Grans false teeth, to the address on the contents page. As some of these videos feature squishy bits and blood and that, you need to be all grown up to see them. Sign your entry stating "I am over 18".

DON'T GET MAD... GET EVIL!

The long awaited strategy masterpiece, Dungeon Keeper, is still on course for PlayStation corner. Never heard of it? It's a 3D think-em-up where the roles of good guy-bad guy, are reversed. Working alongside the most egotistical, violent creatures ever to inhabit the shadows, you must cater to these monster's every needs, while remaining in absolute control. Build workshops, traps and lairs to attract nastier creatures from the Netherworld. And then wait for goody goody adventurers to break in...and kill 'em! We say it's about time the bad guys got their revenge on the nice-as-pie heroes who've dominated computer gaming for too long! Viva La Baddies!

ZOMBIE STRIP!

Resident Evil comic hits UK shops this month!

Brace yourself for the return of the deadly G-Virus! It's currently festering between the pages of a new Resident Evil comic due for release this January. All the major S.T.A.R.S. characters are featured as they battle to escape the mansion laboratory, but as well as filling in the blanks in the game's storyline, the magazine will include all-new adventures set in the zombie hotspot that is Racoon City. More monsters, more sticky bits, more sleepless nights calling out for Mary Poppins in a cold sweat. Look out for it in all good newsagents priced £2.50. They're heeere...

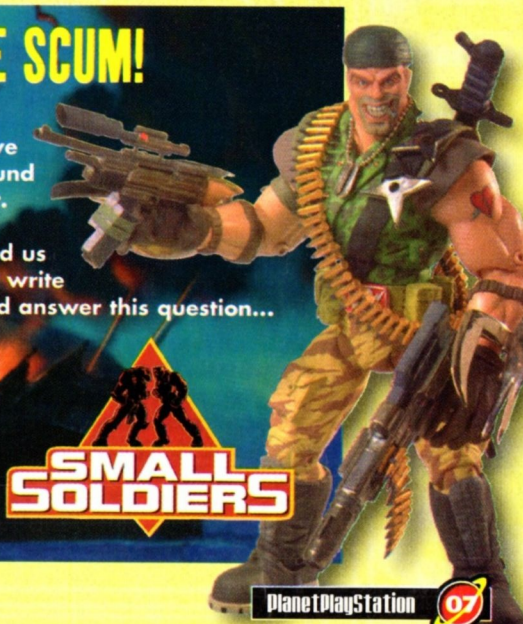
WIN! THE CHANCE TO KILL GORGONITE SCUM!

Small Soldiers. We don't care what some miserable types would have you believe, we thought that it was a top film. And the game's not half bad either. So we scurried round to Electronic Arts HQ, hid behind a wall and stuck our Action Man figures on top of it. Then we used our ventriloquist skills to make it look like the toys were demanding competition prizes on our behalf! The security guard found it very funny, as he ejected us from the premises. Anyway, we've got eight copies of the game up for grabs, so just write to the address on the contents pages, mark the envelope "Mini Military Mishaps" and answer this question...

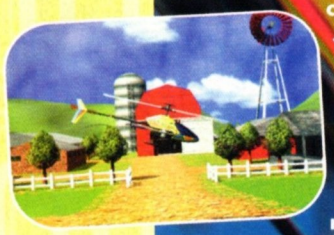
Who did the voice of Chip Hazard in the film Small Soldiers?

a) Tommy Cannon
b) Tommy Lee Jones
c) Tommy Cooper

Usual compo rules apply. Closing date is 28th January . So don't get funny, right?



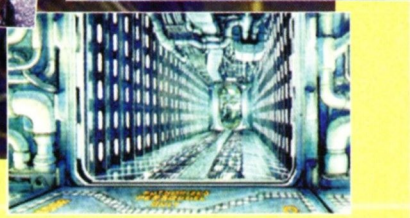
STUNT PLAYGROUND



As you'd expect from Shiny Entertainment, the people who created Earthworm Jim and Wild 9, RC Stunt Copter is a game with a difference. You're not the driver of an incredibly fast car, truck or other road vehicle. You're the pilot of a remote controlled helicopter! Mastering the controls will take time, but once you've cracked it you can enjoy different play features, such as Time Trials, Task Mode, Stunt Mode and a two-player mode. Fans of intense vibration will be pleased to hear it takes full advantage of the Dual-Shock joypad. As an added bonus, the game features that wacky humour so familiar from previous Shiny games, and boasts an intelligent commentator, who will comment on your flying, in humorous, sarcastic or - on rare occasions - complimentary ways. How we laughed.

SOLDiER

Chunky-headed Kurt Russell's new movie, Soldier, is getting the 3D arcade-action romp treatment. The film follows a similar path to Kurt's own career; a genetically engineered warrior made obsolete by a new breed of soldiers. The game is being developed as an extension of the movie. There'll be six levels of gun toting action, all wrapped in a bundle of stunning artwork and some complex level designs. It's being written by the people who brought you the distinctly rubbish Men In Black game, but they've got until Autumn to get it right.



JAMES BOND...SPIDER-MAN...FUTURE COP STRIP...MORE FIGHTING GAME NONSENSE

SHAKEN...NOT STIRRED

Bond will soon be back. Goldeneye was a huge hit for the (spit) Nintendo and (yuk) PC, and ever since Metal Gear Solid resurrected the craze for sneaking about on tippy-toes in top-secret military bases, fans of the stylish spy have been gargling with Martinis to await his return. Now a game based on the hit film Tomorrow Never Dies looks set to make it to the PlayStation, thanks to a new partnership between MGM and Electronic Arts. Watch out Solid Snake - our James could duff you up, no problem.

ANOTHER FIGHTING GAME! JOY!

The makers of the ass-kicking Dynasty Warriors are returning with another slash'em-up, Destrega, in early '99. The difference with this fighter is that you can run freely anywhere in the fighting world, and use close-in face scratching or long range magic attacks. The new ideas stretch beyond the free-roaming stages to the sound as well. Each attack is accompanied by a war cry, learn the cries and you can predict your opponents attack. On top of all this there are 12 characters, 12 stages, and more than six game modes. Oh, and some half-cocked fantasy story about saving the world from a nasty old demon. So not everything's original...

COP A LOAD OF THIS...

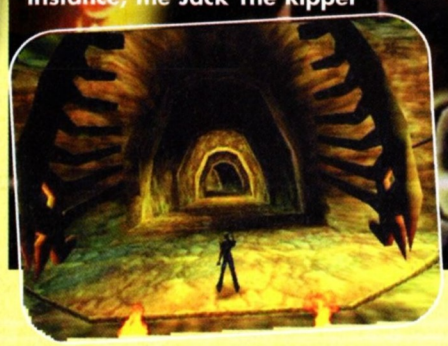
Future Cop LAPD is soon to leap onto the shelves as a tasty comic from cult American magazine giants Wildstorm, creators of the Resident Evil strip. It will come in a sizeable 56 pages of action, adventure and big-gun-death-dealing. Look out for it in your local import comic emporium soon.

CRAWLING UP THE WALLS

You're syndicated in over 500 newspapers worldwide, you've got a cracking cartoon series, James Cameron is gagging to make a film about you and your comics sell more than 15 million copies a year. Where do you go next? The PlayStation course. Activision have seen sense and are beginning work on a new Spider-Man game, and for the first time ever time the wallcrawler will be in 3D. The future's looking pretty super all round as this announcement sets the stage for a superhero showdown between Activision's cocky Spider-Man and Titus' upcoming clean living Superman game. We can't wait.

SHADOW MAN

Shadow Man, a disturbing cross between Spawn and Akuji, is coming to the PlayStation. You'll step into the boots of Mike LeRoi, hitman turned undead avenger and hunt down six serial killers through various time zones. When tracking a killer you will take on their shape and live in their world. For instance, the Jack The Ripper levels are set in a meticulous recreation of Victorian London. We're also promised full 3D worlds, RPG elements, loads of weapons, a sniper mode and special "tattoo powers". This could be the creepiest adventure around, and with over 50 hours of play involved you'll need a strong stomach. Shadow Man will be lurking your way sometime next Spring through Acclaim.



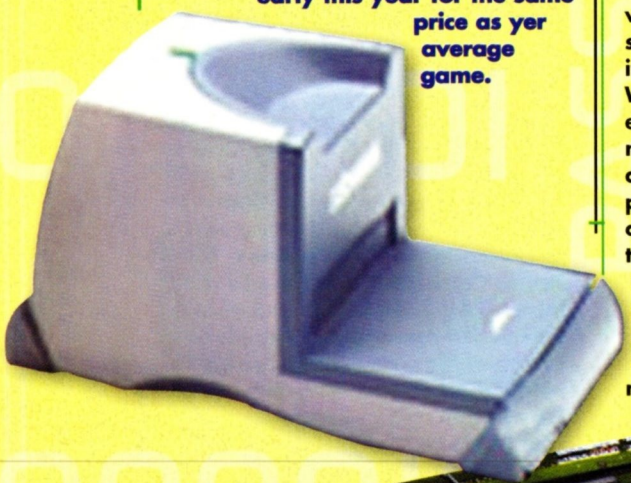
MUSIC TO YOUR EARS?

All that lovely music that comes pumping out of your TV when zipping through the delights of Crash and pals could be getting some healthy recognition. America's National Academy of Recording Arts and Sciences are meeting to discuss a Grammy-like award for in-game music.

HARDWARE HEAVEN

HIT THE DEX

After being unveiled in the States, the latest peripheral to rock our world is the Dex Drive, which allows you to download game saves to the hard drive of a PC and even post them on the Internet. This means you can send and receive nuggets of save info using e-mail, and build up a virtual library to help guide you through every game - ever! But there's more. Game developers are already planning to post extra levels and league tables on the net to encourage use of the plastic wonder, which is already on sale across the pond. Expect it here early this year for the same price as yer average game.



VIDEO KILLED THE PLAYSTATION STARS

Fancy watching hit movies through your PlayStation? Then you need the VCD add-on. Latching onto the back of your PlayStation, like a weird plastic limpet, you can then shove a Video-CD inside and watch it on your telly. Sounds good, yeah? Well, consider that the VCD isn't exactly the most popular format now that DVD digital players have arrived. Now add the fact that the picture you get is a bit pixellated and rubbish. And then remember that you've probably already got a machine at home that does the same job a whole lot better. It's called a video recorder. At around £60, this is only for the gadget-mad. Or just plain mad.

WIN! TOCA 2 AND MUSIC GOODIES!

Aren't Codemasters just about the sweetest darn creatures on the face of the planet? Not only do they produce top notch games like Music and TOCA 2, but they also dish out sexy merchandise for us to pass on to you lot. Like this bundle. One lucky winner will be swanking around town in a TOCA 2 fleece jacket, keeping their biscuits in a TOCA 2 sports bag, and blinding baby rabbits with a TOCA 2 torch and keyring combination. 12 runners up will be lords of the disco in their Music t-shirts.

Just write to the address on the contents page, mark the envelope "Jive Toca-ing", and answer the following simple question:

What does TOCA stand for?

Usual compo legal stuff applies. Closing date is 28th January.

CROC 2...SOUTH PARK...MORE MARVEL GUFF...STUFF THAT WE LiKED THiS MONTH

CROC-TASTIC

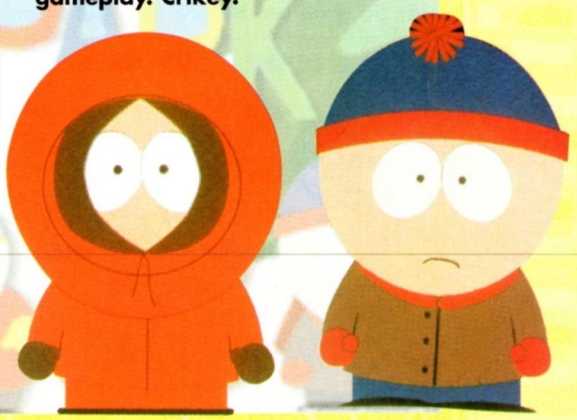
The little green crocodile is about to return for a brand new mission. This time around, Croc has learnt that his parents have been searching for him, and in order to see his family again, he must leave the island inhabited by the playful Gobbos. Aah! Once on the mainland, Croc encounters a whole host of Gobbo friends... and many new enemies. As the game progresses, Croc finds that he has to fight for more than just his family, when his arch enemy Dantini is resurrected.You'll soon be able to join Croc in his second adventure, as he battles through a series of worlds, larger and tougher than anything he has encountered in the past. With silkier 3D, smoother control and an all round beefier challenge, the bad guys better watch it. Croc is back...and this time it's personal. Oh yes.

UNDERCOVER BABES

THQ have acquired a licence to print money, in the silky shape of a game based around the hit comic Danger Girl. This third-person adventure, written by the team responsible for Duke Nukem: Time To Kill and Rugrats, will revolve around a bunch sexy and sassy girlie spies recruited by the Danger Girl spy agency. There will be multiple characters, each with unique skills, and a whole host of devious traps and villains eager to place the curvaceous heroines in sticky situation. New Line cinema have secured the rights to a Danger Girl film, so the world could well go spy-girl crazy when the game is released next Autumn.

OH MY GOD! ETC...

We love South Park. Hell, the world and its dog loves South Park. So news that a new game, A Week In South Park, is heading to the PlayStation is ass-kicking stuff indeed. The current developers have steered the game away from the turkey mashing nonsense of the Nintendo game. Instead you get a puzzle/adventure feast in which Cartman and pals must work together to save their beloved town. In the first mission pasty-faced Pip must collect bugs to win at the science fair, and the foul mouthed gang help him out to get their greedy mitts on the prize. It's in very early development, but the final version will contain seven full episodes, with over forty hours of gameplay. Crikey.



SiMPLY MARVEL-OUS NEWS

Poor old Street Fighter. It seems that everyone wants to have a pop at them. After the X Men got into a ruck with Ryu and the boys, they've roped in the rest of their mates from Marvel comics. The arcade smash, Marvel Super Heroes vs. Street Fighter, is throwing itself onto the PlayStation in February. The usual Capcom fist throwing action is spiced up with the addition of a new four-way tag-team mode to get stuck into. All the 17 pants-over-tights fighters are on offer, including Ryu, Ken, Chun-Li, Spiderman, Wolverine and Cyclops.

PiCK OF THE PLANET

Causing great excitement on Planet PlayStation this month...

MOVIES

Enemy Of The State
Will Smith goes on the run from evil secret agents.

Star Trek: Insurrection
Geek heaven as the Enterprise crew save the world. Again.

HYPE

The Phantom Menace Trailer
Two days hammering the Internet trying to get our first glimpse of the new Star Wars flick. Was it worth it? Our jaws are still on the floor. And May seems such a long way away...www.starwars.com is the place to be.

R.I.P

Bob Kane
The creator of Batman goes to the Batcave in the sky. Respect is definitely due.

STUFF

What better way to welcome the New Year than with a resolution? How about "i deserve to be showered with hundreds of gifts"? Nothing wrong with that. And here, as always, is our guide to the desirable items on the top of our shopping list...

MEANIES

The best New Year's gift? It must be these little chaps. Hot from taking America in the grip of their teeth, the Idea Factory's gruesome twist on the sickly sweet Beanies are finally here. These cute and cuddly bean-bag characters come in over a dozen edgy and twisted forms, from the headless Donnie-Didn't-Duck to Hurley The Pukin' Toucan. As a little treat your new pal comes with a personalised poem too. Whether you want to use them as a kick bag, table decoration or simply to throw at your sister, they're a bit of a laugh. So grab'em before they get banned.

AVAILABLE FROM ALL GOOD TOY SHOPS: PRICE £5.99

PICKLED PARTS

Pop this severed eyeball into the bathroom cabinet and wait for someone to run out of toothpaste. They'll start foaming at the mouth when they see it floating there in pinkish goo, complete with attached stringy bits and an "I can see you" stare. Even more gross is the alien embryo in a jar, so snap on a pair of latex gloves and announce your find during a biology lesson for an automatic A-grade. It's educational...honest!

AVAILABLE FROM THE GADGET SHOP
FLOATING EYEBALL: PRICE £14.95
ALIEN EMBRYO: PRICE £28.95

PARP!

All of the fun with none of the stink! If, like us, you find bottom burps highly amusing, then seek out this electronic fart machine. You can programme it to let rip at different intervals, leaving you plenty of time to hide it under the chair or cushion of a sweet smelling victim. Wait a few seconds and...Pfffffrt! Hang on. We forgot to put the batteries in. Ian, you dirty monkey...

AVAILABLE FROM BHS: PRICE £9.99

X-WING ROGUE SQUADRON: THE WARRIOR PRINCESS

A new graphic novel based on characters from the Star Wars universe, the X-Wing series follows the adventures of fighter pilot Wedge Antilles and his crack team of rebels in the fight against Imperial rule. Called upon to help resolve a civil war on a distant planet, one of the group members reveals a dark and disturbing secret...

AVAILABLE FROM ALL GOOD BOOKSHOPS: PRICE £9.99

ALIEN RESURRECTION

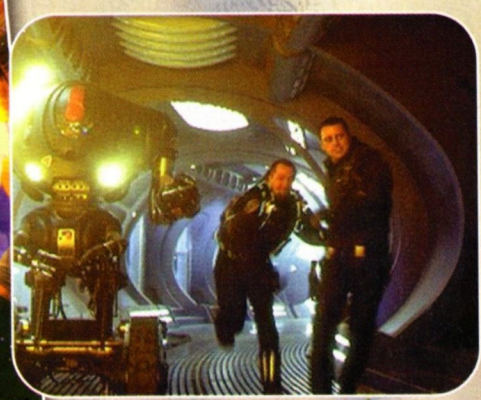
Alien Resurrection marks the return of Lt. Ripley - she's back from the dead to do battle with those acid-dripping buddies of hers, in the fourth Alien film to feature the most deadly of all movie monsters. Just don't go forming an attachment with any of the characters. They don't last long...

OUT TO BUY NOW: CERT 18

GODZILLA

Godzilla, a giant mutant reptile with a thirst for revenge, kicks the Big Apple to bits in what should have been the biggest film of the year. Not quite the rollercoaster ride we were expecting, but as big dumb movies go, this stomps all over the competition.

OUT TO RENT NOW: CERT PG



LOST IN SPACE

Lost In Space follows the Robinson family as they tumble through space in search of a planet to call home, and maybe some talcum powder to ease them out of those tight rubber outfits - ouch! The plot makes zero sense, but with more special effects than any other movie ever, we're not complaining.

OUT TO RENT JAN. 18TH: CERT PG

10 GAMES YOU'LL NEVER SEE

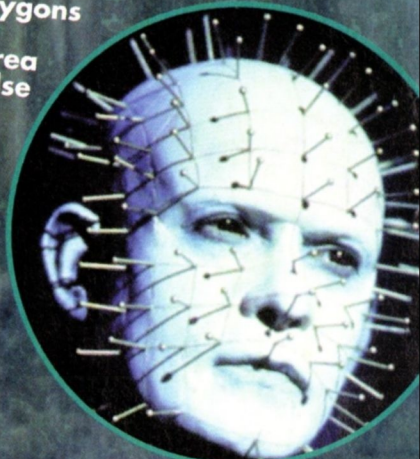
Come on now, nearly there, you can do it! Games don't just appear on shelves overnight, like mushrooms popping up in a muddy field. if they did we'd be skipping through the bluebells with a basket, singing as we plucked the biggest and best. Oh no. Spare a thought for those that didn't quite make it, struggling to force their little heads into the spotlight, gasping for breath before plunging face first into the dirt. it's a cutthroat business, so we've rolled up our sleeves and plunged into the compost heap to pull out ten for your inspection...

1. THRiLL KiLL

Other than wrapping up children in cotton wool and storing them in the airing cupboard for 16 years, there's not a lot that parents can do to protect the kiddies from violent images in the media. Have you watched a cartoon recently? Even so, this particular title received such a kicking in the press for its head-ripping, stilt-stabbing, saucy-dressing antics that Electronic Arts (who picked the game up from Virgin) decided not to release the game in the UK for fear of turning us all into murdering gore-hounds. The multi-player capability would have pitted up to 4 players against each other in a blood-smeared arena, and team games meant that your partner could grip an opponent for you to carve at will. Disgraceful stuff. In the future, we suggest that all consoles be rounded up and exchanged for a fluffy kitten with grooming kit.

2. BARB WiRE

The so-bad-it's-ruddy-hilarious film of the same name, starring blonde Baywatch babe Pamela Anderson Lee, was about to transfer the antics of this comic book heroine from the big screen to the PlayStation before it all went horribly sour. The future freedom fighter and owner of a throbbing black Triumph motorbike stalled during early development, although rumours that the memory system couldn't cope with the polygons required for her greater surface area are completely false - like the lady herself.



3. HELLRAiSER

Eugh! Clive Barker's incredibly scary, gory and puke-tastic tale of terror might just be one of the most horrific movies ever. Providing it managed to sneak past the censors, gamers would have tumbled into the furthest regions of Hell and struggled to escape Pinhead, a demon lord who took his love of acupuncture just a step too far. Pursued by an army of pierced and freakish fiends, by collecting charms there was a small chance of returning home with only a slight case of heat stroke. Worse case scenario? Losing your skin along the way.

4. AEON FLUX

Music channel MTV first screened the surreal adventures of this Japanese super-spy when the craze for Manga animation was just beginning to take off. In a violent, war ravaged future, Aeon divided her loyalties between the highest bidders, sneaking about like some sexy spider as she closed in on her prey. GT Interactive now own the rights to the franchise, but have no plans to wake Aeon from cybersleep. Besides, the lady clocks in at a staggering 7 feet tall, and the opposite of widescreen TV (highscreen?) has yet to be invented. The ability to clone herself from fluid samples meant that not even death could stop her from completing a mission, which was useful when she got killed in every other episode. Which just goes to show that a real lady never leaves the house without lipstick, tissues and DNA strands.

5. MARVEL 2099

Set in a bleak, dystopian future riddled with internal corruption and choked by pollution (nothing new there then), the evil Dr. Victor Von Doom has grasped control of the United States and proceeds to make a mess of things. You, the gamer, would have been able to control one of 8 descendants of the present Marvel superheroes, including Spider-Man 2099 and Daredevil 2099, in this side-scrolling platform adventure. But with existing Marvel games like Hulk, Iron Man and The Fantastic Four being some of the worst rubbish ever, the world wasn't quite ready to forgive and forget. Game over. The future will just have to take care of itself.

6. RESIDENT EVIL 1.5

The first sequel to the ground-breaking classic was scrapped when over 70 percent complete, and all because producer Shinji Mikami decided it wasn't up to the same high standards as the first game. Who are we to argue? Features that didn't make it into the finished Resident Evil 2 included clothing that became more shabby and blood-soaked as the game progressed, and a futuristic glass and steel backdrop that just wasn't spooky enough - imagine IKEA with zombies (*That sounds great! - Dan*). Instead the designers adopted a NYPD Blue feel for Racoon City Police Headquarters, and chose to limit the amount of walking dead to concentrate on quality rather than quantity. It also meant goodbye to planned female lead and motorcross racer Elza Walker, in favour of the lovely Claire Redfield. Not that we're complaining...

7. CLAYFIGHTER X-TREME

A fighting game without the gore, Clayfighter first appeared on the Nintendo 64 as well as being chalked in for a PlayStation release. The action began when the town of Muddville was mashed by a meteor, spraying cosmic goo and transforming the peaceful inhabitants into crazed clay creatures. The local college professor, Dr. Kiln, turns loopy in the process and unleashes all manner of squishable nasties. Bad Mr. Frosty was a snowman with an attitude problem, and High Five - Dr. Kiln's severed hand - took on a life of its own. Sight-gag special moves, the ability to smash through scenery, and promised cameo appearances by Earthworm Jim and Boogerman might have made this the Pocket Fighter of the Western World. Until it was flushed down the loo due to a delay in schedule.

8. DUCKMAN

If you haven't heard about the private-eye adventures of this cult American duck-tective, then it's about time you did. Already a popular cartoon show, this game would have offered at least 80 different scenes composed of 10,000 frames of hand-drawn animation. Up to 35 different characters from the show, including Duckman's siamese twin sons and piggy partner, would have popped up in the course of defeating the evil King Chicken. All this plus character voices provided by the show's original cast sounds rather tasty to us, except someone didn't agree. We don't know who. We don't know why. They must be caught, dipped in batter and coated with crispy breadcrumbs for failing to promote the wonderful world of poultry.

9. STARFLEET ACADEMY

Star Trek fans had high expectations of this release when it arrived on the PC, hoping that it might provide a more rewarding simulation of their favourite show than sitting at home in stretch lycra uniforms, moulding head bumps from plasticene. As David Forrester, the commander of a new group of cadets at Starfleet Academy, more time was spent gabbing about emotions than speeding through space. Exactly like the series then. Not only did you have to prevent a scrap from breaking out among the crew, but a reactionary group called the Vanguard were all for a full-scale war with the Klingon and Romulan races instead of peaceful negotiation. As if you didn't have your hands full already the wig-master himself, Captain Kirk, dropped by for a natter. Disaster averted - return to base.

10. PINKY & THE BRAIN

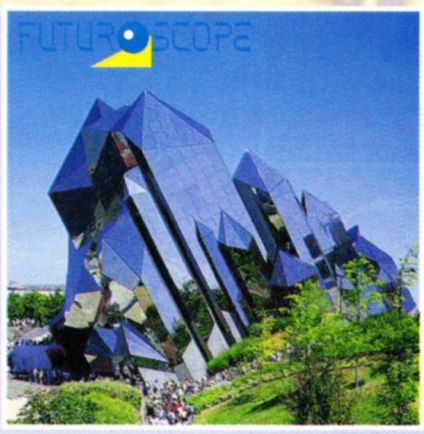
Two laboratory mice, one cursed with the brain of a genius and a desire for world domination, the other daft as a brush, team up to create unlikely partners. The success of the cartoon meant that interest was guaranteed, and the formula would have remained the same. Each night they escape the lab, overcome impossible obstacles, zoom half way across the world and impersonate those in power before ending up back in a small wire cage. Could they do any better under your guidance? We'll never know. The best they can hope for now is a fresh change of sawdust.

WIN!

A TRIP TO THE FUTURE WITH MECCANO!

In 2001 it will be 100 years since Meccano, the most successful toy construction kit of the century, first clicked into place. To celebrate this anniversary, Meccano have released a new Master Connection range inspired by science-fiction to deliver 6 hi-tech vehicles, many with unique design features. These include the Cyber Cycle, Cyber Buggy, Roto Truck, Abyss Visitor, Survivor Car and 6x4 Machine.

The party is already in full swing, and one lucky reader has the chance to win a holiday for a family of four to Futuroscope in France. Futuroscope is the theme park of the future, bursting with the latest technology, 3D multi-storey IMAX cinema, holograms, lasers and lots of flashing buttons to mash and cause some kind of global meltdown. Probably. New attractions for '98 include the Astratour, a virtual visit to the satellites bobbing about up above, plus Mission On Mir where you can find out what life is really like in the zero gravity surroundings of the famous Russian space station. The winner of this fantastic prize will also be crippled under the weight of even more goodies, including the entire Meccano Master Connection range, and a special edition centenary crane. Think your ankles can cope with the strain? 25 runners up will each receive a Survivor Car, equipped with battery operated headlamps, sprung wheels and dual suspension, designed to avoid radar detection using stealth technology. Snazzy.



SO WHAT DO YOU HAVE TO DO? EASY. ANSWER THE FOLLOWING QUESTION, AND SEND YOUR ANSWERS ON THE BACK OF A POSTCARD OR STUCK-DOWN ENVELOPE TO THE ADDRESS ON THE CONTENTS PAGE MARKED "MECCANO COMPO".

WHO OR WHAT WAS LAIKA, THE FIRST LIVING CREATURE TO MAKE IT INTO SPACE?

A) A BLONDE SWEDISH TOUR GUIDE
B) A BARKING DOG
C) A BOGGLE-EYED GOLDFISH

MECCANO®

Employees of IDG Media and their immediate family are not eligible to enter. Closing date is 28th January, 1999. The Editor's decision is final . Pop group Steps are puppets of the Devil. We reserve the right to replace the prizes on offer in the event of a problem. The holiday can be taken at any time subject to availability, and will be for two children under the age of 16 plus two accompanying adults. A postcard from the winners will be expected. And a stick of rock.

by dan

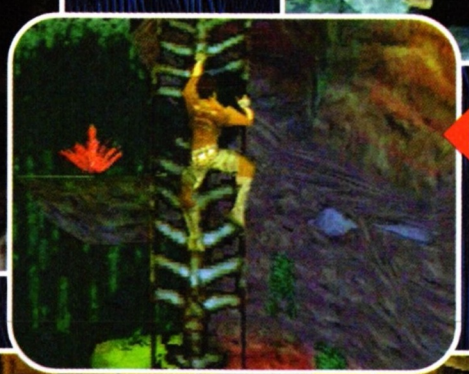
AKUJI THE

DO YOU DO VOODOO? HE DO VOODOO. COME SEE THE VOODOO THAT HE DO...

STANDING IN dog muck. Missing the bus. Getting caught in the rain. Noel's House Party. All of these things can spoil your day. But all of them pale into insignificance alongside the trauma that friendly neighbourhood voodoo priest Akuji has had to put up with. He was all set to marry the lovely Kesho, a marriage that would bring peace to their warring tribes. But his brother, Orad, didn't like that idea so he enslaved Kesho and ripped Akuji's heart out. Which is a bit over-the-top, but this is voodoo we're talking about. So now Akuji finds himself trapped in the underworld, battling to return to the realm of the living to enact some gory revenge on his murdering bruv. And you get to help him. You lucky pups.

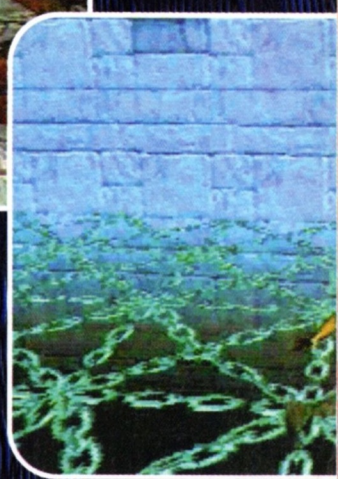
A stab in the eye soon sorts out these sinister skull spiders

Even immortal demons aren't immune to Akuji's claws



Akuji has just as many moves as Lara, he just doesn't look as sultry in tight shorts

While hand to claw combat will deal with most foes, there are times when a spot of magic is called for



Akuji gets his revenge on the bloke who stole his blue anorak

GRAPHICS

As you'd expect from the people who brought you such gamey joys as Pandemonium, Gex 3D and the upcoming stonker Soul Reaver, Akuji looks the business. Smooth 3D worlds are yours to explore, and explore them you must. Items, spells and the souls of your ancestors are scattered in the most inconvenient places, forcing you to leap, clamber and swing your way around like a monkey with big claws. Oh yes, the claws. Akuji is armed with giant stabbing claws on his arms, and because of this things can get a bit gruesome. Not as gory as Resident Evil 2, but if slicing your foes in two makes you feel giddy then I'd steer clear. The enemies are varied, ugly and quite often just plain weird. Especially the huge zombie rhinos that lumber around the afterlife. If there's one criticism of the graphics, it's that the game is sometimes a bit too dark for it's own good. I know it's the underworld, but it's still a pain in the butt when you fall into a bottomless pit because you weren't sure where you were going.

17/20

HEARTLESS

SOUND The sound and music in Akuji is actually quite subtle. You don't notice anything out of the ordinary, just the usual slashes and groans as you tear through another zombified enemy. But you still feel a bit anxious, a bit uneasy. Why is that? It's because of the genuinely unnerving voodoo drums hammering away in the background. That's why. Very clever, and perfectly in keeping with the eerie feel of the game. The other audio point of interest comes in the form of some ominous, growling voice-over from actor Richard Roundtree, better known as the super-cool 70's detective Shaft. And you can't beat some deep, menacing vocals to round everything off.

7/10

Behind you! Silly Akuji fails to spot the Grim Reaper approching from behind

Ouch! That's not what I meant when I said "Let's go halves on it"

Even without legs, the undead are still a threat. Keep hacking away!

Akuji flees from a bursting green thing. As you would...

Ladders of bones open up higher levels to explore

This is where you return between levels to commune with your voodoo god

Akuji fires off a Soul Seeker spell, which should home in on the enemy with an eerie shriek

Ker-splat! An evil zombie gorilla ends up feeling gutted!

Gang up on me, would ya? Eat razor-sharp claw, evil demon types!

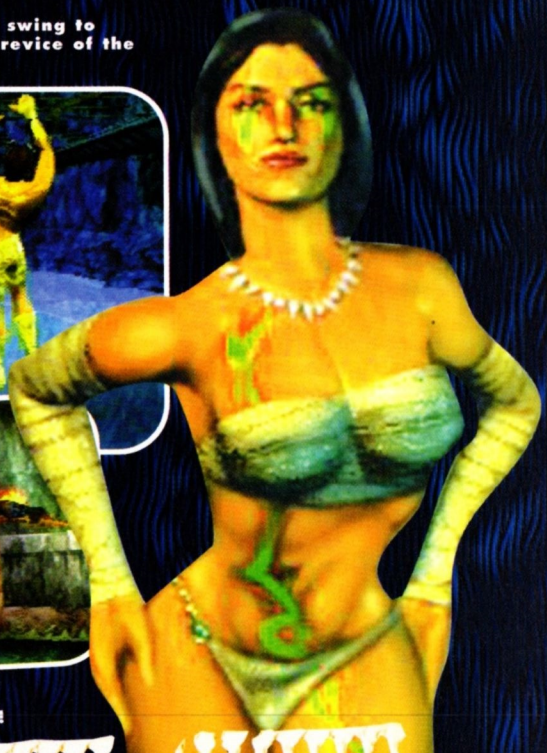
GAMEPLAY

OK, it's not the most original style of game. As with any game where you view your character from behind and run about leaping and fighting, the phantom of Tomb Raider is always going to be wafting about somewhere. But Akuji is more arcade action than hair-tearing adventure. The enemies come thick and fast, so it's handy that you've got 11 fearsome spells to dispatch them and while there are puzzles to overcome, none of them are likely to hurt your brain. They're just there to give you a change from ripping bad guys to bits. So Akuji may be overly similar to other games, but it's the smoothness of the gameplay that grabs you. With most 3D platforming games there's always the risk of missing vital jumps thanks to obscure viewpoints. This doesn't happen here. You can leap from pillar to rope bridge, on to moving blocks and see-sawing platforms safe in the knowledge that you'll actually land on them. And if you do miss, it's usually your fault, not a dodgy bit of programming. Basically, if this kind of game tickles your chestnuts then Akuji is a wonderfully dark and polished challenge and a highly recommended purchase.

39/50

Use the monkey bar swing to explore every last crevice of the level

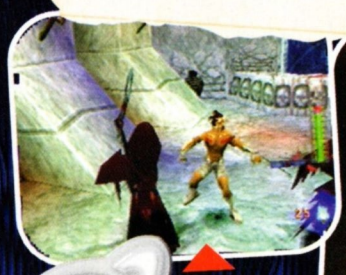
Blimey! This guys completely legless!



LASTABILITY

It's a big game, there's no doubt about that. And with plenty of secret hidey holes containing essential pick-ups, you'll get a good few hours of gameplay just figuring out how to get to that tantalising ledge packed with goodies. The spells add to the long term fun as well. Each world introduces new powers and tricks for the dreadlocked avenger, including the chance to turn into a panther and the wonderful Shield Of Blood. Once activated, this spell soaks up any blood you spill from the enemies and uses it to top up your health. Gruesome, but kinda cool. Unlike many games, once you start playing Akuji you'll want to play it through to the bitter end - no matter how many weeks it takes.

17/20



Nice dance, but it won't help you here

Akuji himself, looking a bit goofy

SILVER AWARD

RESULT

Price: **£39.99** • Publisher: **Eidos** • Out: **February 19th**

Akuji is one of those games that you look at and think "That looks quite nice". Then you have a go, and start thinking "Actually, this is really good". Then a few days later you start thinking "Right, if I haven't beaten that skull-faced demon by midnight then I'm switching it off. And I mean it this time". It's a sneaky little grower that wins you over by oozing quality from every pore. Good gory stuff.

80%

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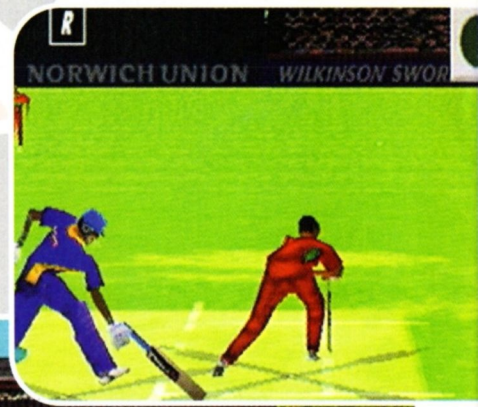
by ian

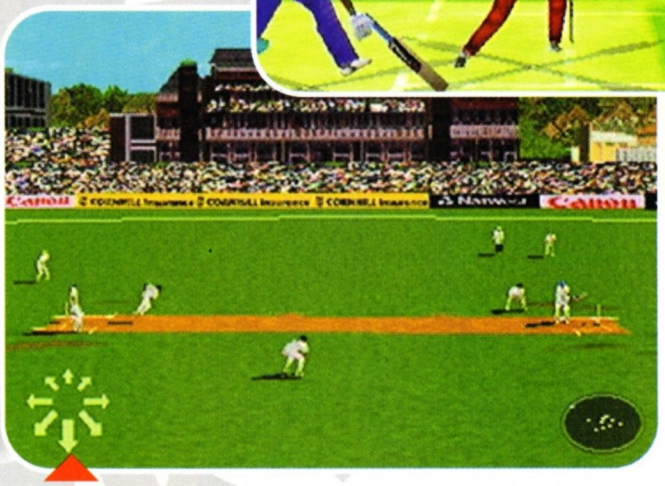
BRIAN LARA

WINTER GETTING TO YOU? WELL DON'T FRET, TEA ON THE LAWN AND STRAWBERRIES AND CREAM MAY ONLY BE A SHINY DISC AWAY...

CRICKET HAS never been something I'd call a sport, it's just another excuse men give to spend the day drinking with their pals. Nothing wrong with that. But to transfer that experience to the PlayStation seems a bit odd. Mind you, they did it for golf, so it was always on the cards really.

Boasting stats for over 240 international players, you can play through everything from a five-day test to a ten overs slog in any of the 46 detailed stadia. The cricket lover is in for a treat. So warm the teapot, polish your balls and let the gent in you loose.





The game's lovely zooms and pans offer an authentic TV feel. Lovely.

Everything's very realistic. Sadly that means those horrid world cup uniforms

O-U-T! No, you can't be serious! Oops wrong game. The appeals do actually work though.

Look! Somebody's moving! Like the real thing it doesn't happen too often so enjoy.

GAMEPLAY

Jolly enthralling and strangely addictive. Everything is very simple and easy to understand, though without a detailed knowledge of the sport's strategies you'll soon find yourself screaming in frustration as the computer hits another six. But once you learn the basics it can't be put down. More importantly you can play to your ability. Whether you dive in and fiddle with the tactics and infield, or just whack the ball around mindlessly, it's a riot. A surprisingly thrilling experience, if a little too simple for the die hard cricketer.

38/50

LASTABILITY

With even the shortest game taking a couple of hours this is going to take months of playing to master, and even longer to win through the world cup, season, and test series. Add to this a classic matches option, which allows you to jump into the boots of a famous moment in cricket history, and change it - England could actually win the Ashes! Put simply, it's the game armchairs were invented for.

16/20

CRICKET

Loads of detail means you can even call on the 'third eye' for those tricky rulings.

Out again. This will be a scene you'll witness a lot.

GRAPHICS

This caused a huge stir amongst the "older" gents in the office. After a couple of hours play I glanced over my shoulder to see a huddle of greying blokes agape to murmurs of "Cor, it's just like on the telly!" Looks stunning then. Although, as you might imagine, the sedate pace of the sport doesn't call for hi-octane, thrill-a-minute zooms and pans, it's all done in a leisurely televisual style presentation that works quite well. All the stadia are finely detailed, as are the world's top players, all of whom have been motion captured to perfection.

17/20

SOUND

Jonathan Agnew and famous feminist Geoff Boycott supply the insightful commentary above a hub of crowd chatter and a spattering of polite, terribly English applause. In fact the advice offered is actually rather helpful for once, so keep your lug-holes pinned back and take some notice of the oldies.

8/10

SILVER AWARD

RESULT

Price: **£44.99** • Publisher: **Codemasters** • Out: **Now**

Like the real thing, you'll begin vaguely interested and awake from your daze some hours later unaware that time has flown by. The graphics are stunning as is the bubbling crowd chatter, creating a truly atmospheric experience. With spates of intense concentration followed by moments of reflection, Brian Lara offers an endearing formula for everyone. It's simply a refreshing doozy of a game.

79%

by bren

RUSHDOWN

CRAWL ACROSS ONE CONTINENT AFTER ANOTHER IN SEARCH OF THE ULTIMATE THRILL. OOH. AAH. GASP. CAN I GO NOW?

ENOUGH WITH THE extreme sports already! Adrenaline junkies might feast upon this release, only to puke it up in lukewarm chunks with much coughing and retching.

Instead of stomach churning action and thrill-a-minute gameplay, climb aboard the choo-choo express to the little town of Steaming Pile...

Don't let obstacles like the odd mountain get in your way. You'll be surprised at how little it matters.

The International World Tiddlywink Championships would be more nailbiting than this.

SOUND

With a faceless goon shouting "Checkpoint!" at every corner over the predictable head-thumping mix of drum and bass, the sound actually serves as a stimulus to finish the course and run screaming in search of earplugs.

3/10

Take a moment to admire the view. Lovely!

LASTABILITY

As if you needed to ask. A useful lesson in consumer rights - always keep the receipt. This means you can take it back. Do so. Otherwise put the disc to use as a drinks coaster, novelty earring or pet chew. Miaoow!

8/25

GRAPHICS

At first this appeared to be an incomplete demo version, but no - what you see is what you get. A rough buffing with a sheet of sandpaper would soften some of the sharp angles, stumbling through one bland landscape after another, as spectators and obstacles dissolve and re-appear like crazed teleporters. Ride through solid rock! Stutter around badly marked "tracks"! Oh dear.

10/25

GAMEPLAY

Of the choice between snowboarding, kayaking and mountain biking, the cycle course provides the greatest sense of surface contact, although the duff control response limits movement. Characters sit uneasily against polygon scenery, whilst badly marked tracks slow down play. And no opportunity for tricks and stunts means that even deliberate suicide attempts are limited to a feeble tumble.

18/50

If you really need that arrow, then perhaps you should stick to skipping on dry land.

RESULT

Price: **£39.99** • Publisher: **Infogrammes** • Out: **Now**

I've seen smoother graphics on Teletext than in this disappointing title, and as your gaming guardian I cry real tears at the thought that anyone might actually buy this. It's clunky, irritating and about as far from being "Extreme" as it's possible to get. Even the thrill of coming first every time starts to vanish without any real sense of challenge. Avoid this, get Cool Boarders 3 instead.

39%

by ian

DEVIL DICE

ARE SONY DICING WITH DISASTER? OR HAVE THEY STRUCK A DEAL WITH THE DEVIL?

SMALL DEVILS tippy-toeing on big dice. Whoever conceived this menace must have really enjoyed the 1960s. Anyway, you guide a tellytubby cast-off around a set arena matching numbers on dice with numbers on other dice. The more expert player can take a stab at the Puzzle mode or grab a mate for the head-to-head War. The less expert player can weep in frustration. Let's roll with it...

Is that Po? No. It's the dice devil of course.

Little flash sparkly effects make it all worth it, I'm sure.

GAMEPLAY

The Puzzle mode is genius. Its simple yet rewarding nature contains everything the bulk of the game should be. The various dice add some spice but the Tetris-with-maths formula just feels too wishy-washy, I managed to chain pockets of points without even thinking. Not the best thing for a puzzle game then but although it lacks the immediate playability of, say, the wondrous Mr. Domino it's still pretty good stuff.

35/50

Look at that chain baby go, I've just racked up 90 points.

LASTABILITY

There's little doubt that you'll be glued to this for ages. The various game modes, including the Bomberman-esque Battle, offer enough variety to set the most indifferent gamer a taxing challenge. But with no overall aim to the game, you'll put this aside and reach for the aspirin before too long.

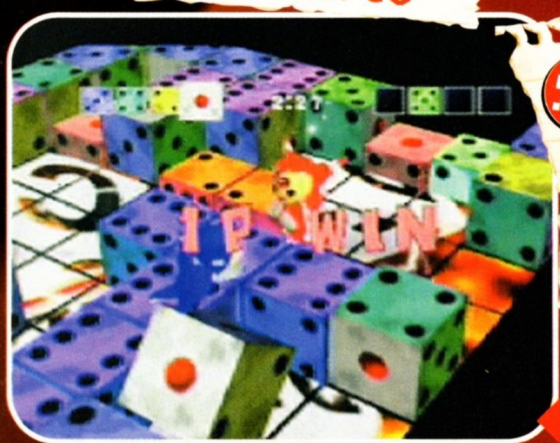
17/20

SOUND

The usual bleeps and bloops pop up as do the standard squeaks of delight from your pudgy devil friend. But frankly, if I wanted to hear a cat castrated I'll do it myself! *(We worry about you, we really do - Dan)*

5/10

Two-player dice frenzy.



GRAPHICS

There's a nice cutesy feel to the 'ickle devil as he trundles around the various arenas. The blocks feel very solid with some nice sparkly effects and there are loads of different floor patterns to win. Honestly though, how gorgeous can dice look?

10/20

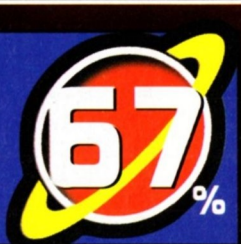
These puzzle levels are the games best challenge.

If you get bored scoring points then just crush your mate with a block!

RESULT

Price: **£34.99** • Publisher: **Sony** • Out: **Mid January**

My brain aches. Despite its faults this is still the first puzzler for years to really stretch the old brain nugget. Indeed, the multiplayer games are a real hoot, but it's the Puzzle mode which will have you in mental agony. Solving one these gems is like plunging your head into an icy stream. An all round eye popping, brain frazzling experience.



by bren

NBA LIVE 99

7 FOOT MEN WITH HANDS LIKE SHOVELS? THAT'LL BE BASKETBALL THEN

THE FIFTH TITLE in the Live Basketball series, and the gigantic graphics have been fine tuned to represent real NBA players. Choose between arcade mode, with high flying monster dunks and motion blurs, or a realistically sweaty climb to the top of the league in tournament mode. Alley-oop!

Hey guys, guys! No, over here! Go for the ball! To your right, no, left, right...oh just forget it.

It's just a hop, skip and a jump to the ceiling when you have legs like these. What's the weather like up there?

SOUND

It's an American sporting title so think thwack-groan-applause, set to a soundtrack of hip-hop, blues and funk. The commentators spurt with so much enthusiasm that you might want to lay some kitchen towel down to soak up the mess.

5/10

Don't think about the 100 million viewers watching. Stay calm...

LASTABILITY

A choice between Exhibition or Season games, Play-Offs, 3-Point Shoot Outs and a muck-about practice mode all add to the total experience, but pile on statistics, player trades, fantasy teams and other adjustable bits 'n bobs and you can fine tune this baby into a lean, mean, ball-bouncin' machine.

15/20

GRAPHICS

Despite ducking, dodging, leaping and weaving between a forest of elasticated body parts, each player remains crisp and fluid without fear of flicker or merging. It's especially impressive considering how fast the game can get, aside from the added extras of facial expressions and the odd "shimmy-shake" celebration dance. Gimme five! Oww...

20/25

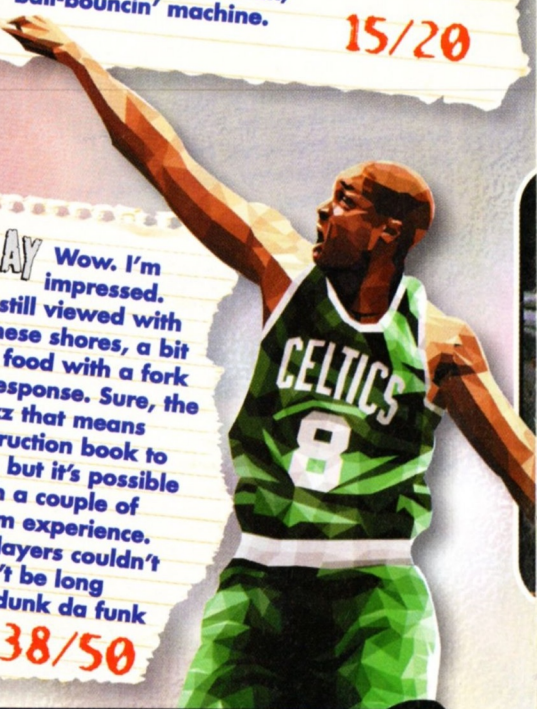
Dash about like greased eels in a butter factory!

The Golden Rule of Basketball: aim for the basket. Obviously.

GAMEPLAY

Wow. I'm impressed. Basketball is still viewed with suspicion on these shores, a bit like poking foreign food with a fork and waiting for a response. Sure, the rules are a hazy fuzz that means dipping into the instruction book to study the small text, but it's possible to just barge through a couple of games and learn from experience. Switching between players couldn't be easier, and it won't be long before you can slam dunk da funk with the best of 'em.

38/50



SILVER AWARD

RESULT

Price: **£39.99** • Publisher: **Electronic Arts** • Out: **Now**

A highly playable game with a steady learning curve, players even experience hot and cold streaks during their career, and each has a particular attitude on court. And while you can change the colour of Dennis Rodman's hair, you won't be able to pierce pokey-out body parts or hang out with Madonna. But that's about the only thing you can't do! Fingers crossed for NBA Live 2000!

78%

by dan

LEGEND

BUY THIS SHODDY SLASH-'EM-UP AND YOU'LL BE REALLY HACKED OFF

WHAT'S THE MOST important thing in a fighting game? Moves. You need plenty of attack options to slug your way through thousands of foes. What happens in Legend? You press one button to slice and one to kick. Wow. And that's just the sour cream on top of a remarkably inedible game cake...

Three against one is hardly fair, but if you keep hitting the square button, you'll be fine

My well aimed crossbow has blown this piggy fella's arm clean off!

No. Sorry. Haven't got a clue what's going on here!

A pair of legs fly through the air, but the game is still deadly dull.

GRAPHICS

When I first saw screenshots for this game, I quite liked the look of it. Giant characters, horrible monsters and lots of blood. "That should be fun" I thought. Oh dear. How wrong I was. The characters are indeed massive, but they're also slow, unresponsive and blocky. In the middle of a big fight, you'll be lucky to see where you are so it's just a case of lashing out and hoping they all die before you take a hit. Don't be fooled.

7/20

The guy on the floor is in the process of dying, that's why he's blue.

GAMEPLAY

Gameplay? What gameplay? Pressing the square button seventy thousand times in a row is not a great way to spend your time. The sluggish movement of your character (you can choose from three equally crap warriors) means that it takes an age to turn and face the next enemy, and when you've got five of them coming from all sides that ain't good. To add to the rubbishness, if you take one hit you fall over and drop your weapon. It's actually quite impressive how poor this game is.

11/50

SOUND

Bad sampled speech is one of the funniest things in the world. Ever. If you agree with that statement then Legend will have you rolling in the aisles. "Wurcome tuh Lurgund!" coughs a crackly voice, followed by the same clanking and thunking noises over and over again as you plough through the enemies. And that's it, apart from some typically "epic" adventure music.

2/10

LASTABILITY

If you make the mistake of buying this, you'll polish it off within a day - if you can stand it for that long. Despite the fudgey controls and other annoyances, it's a simple task to bash the baddies without even looking at the screen usually. In fact, as you get lost in amongst the scenery and monsters half the time, looking at the screen is pretty unneccesary anyway.

6/20

Lucky old Karo. He can use those coins at the shops between levels to stock up on weapons.

RESULT

Price: **£34.99** • Publisher: **Funsoft** • Out: **Now**

Blimey. How bad is Legend? Imagine the worst thing you've ever seen and then put it in a machine that multiplies badness by ten. Do that 100 times and you've got Legend. It was physically painful to play this all day for the review, and I didn't even have to pay for it. If you see this game in a shop, run out screaming. Utter pap.

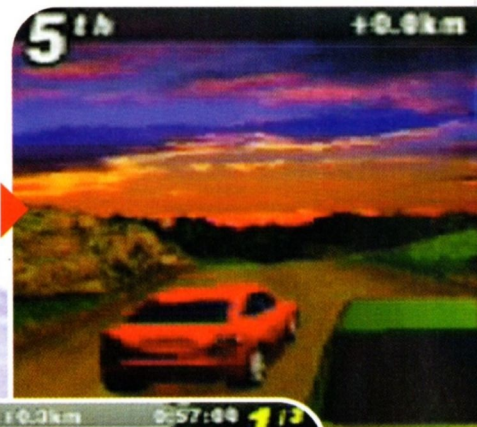
26%

by dan

MAX POWER RACING

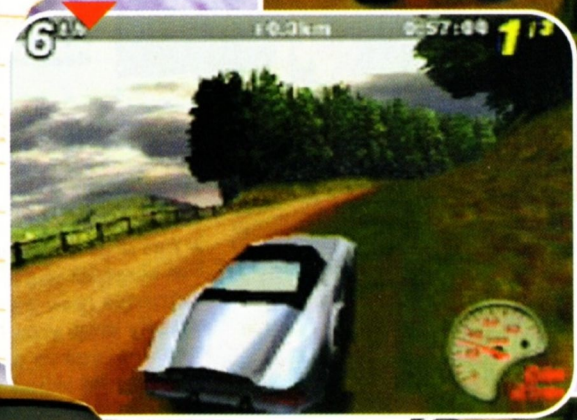
BOY RACERS REJOICE! NOW YOU'VE GOT EVEN MORE SOUPED-UP MOTORS TO BURN UP THE ROAD!

THE QUESTION we must ask ourselves, following the wonder of Gran Turismo, is "Do we want another driving game"? The answer, judging by your constant letters on the subject, is yes. We'd like lot's more driving games please. Luckily, screaming around the corner and doing a handbrake skid, here's the latest offering from the driving buffs that brought you Total Drivin'. But will the magic work a second time?



Nice sun sets and weather conditions give a realistic edge.

These flash motors will take ages to earn.



GAMEPLAY

The idea with Max Power seems to be to mix the arcade tracks of Total Drivin' with the real life cars and under-the-bonnet tinkering of Gran Turismo. It's a good idea, and it works. OK, so most people won't bother to try out the car modifications, but it's always nice to know that such an option exists. While the game is great fun when you're pegging it around the Great Wall of China in a turbo-charged muscle car, it's less fun pootling about the Lake District in a Nissan Micra. And this is the game's biggest problem. You start off with only two cars, and they're both the sort of thing your parents would drive. It takes lots of patience and practice to get anything like a decent motor, and less forgiving gamers may well give up long before they get the good stuff. But that's their loss. The daft gits.

43/50

LASTABILITY

Hmmm. How long will any driving game last you? Until the next one comes out probably. Still, there's enough cars and tracks to keep you plugging away in arcade mode when the fancy takes you, and two player and championship modes stretch the value for money even further. There are also some amusing cheat features (which we'll tell you about next issue!) which should bring you back again just when you thought you'd seen it all. As racers go, it's got more to offer than most.

15/20

A quick flick of the pad down button and you can check on who's sniffing around your bumper.

GRAPHICS

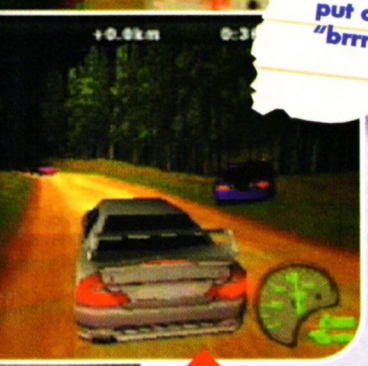
Gran Turismo set a pretty high standard for driving game beauty, and it's not hard to see that most games won't match up. And neither does Max Power, now you mention it. This doesn't mean it's ugly, far from it, it just lacks that almost-real feel of GT. Having said that, Max Power wins hands down when it comes to track design. Moving away from samey circuits, this offers you the chance to pelt around various countries and national monuments - all lovingly dressed up in polygon suits. Everything is suitably fast, although not so fast that you're gobsmacked by it. The only weird bit is if you come off the road and have a tumble. The car seems to float slowly rather than flip manically, which gives the crashes a rather surreal edge. Apart from that minor quibble, Max Power easily matches the rest of the racing pack.

17/20

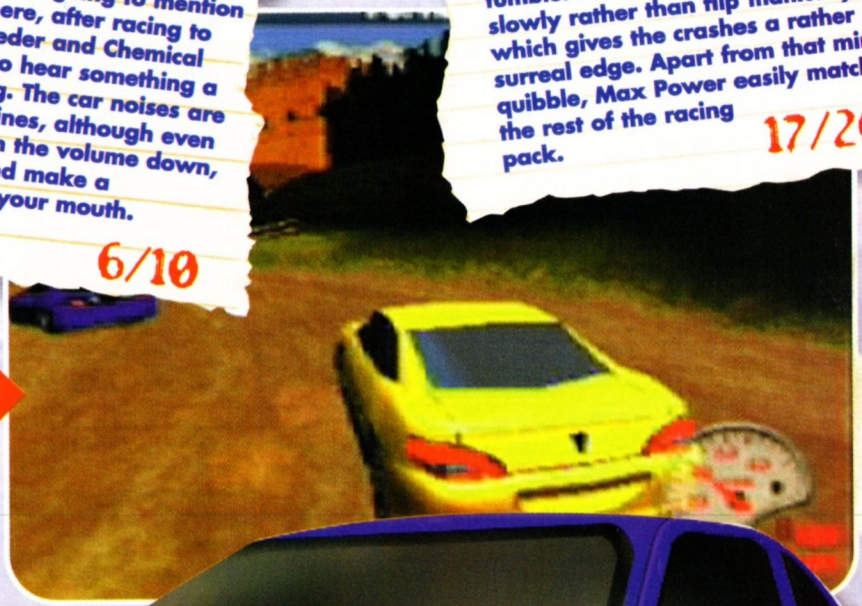
SOUND

What is it with driving games? Admittedly, the variety of sounds available is always going to be limited, but must we put up with that constant, tedious "cool" music? Well, no, you can switch it off. But, and I'm going to mention Gran Turismo again here, after racing to the sounds of Ash, Feeder and Chemical Brothers, it'd be nice to hear something a bit more, well, exciting. The car noises are the usual whining engines, although even they lack ooomph. Turn the volume down, put on your fave CD and make a "brrrrrrrrm" noise with your mouth.

6/10



Night driving's a good laugh, but bizarrely you can turn your headlights off. How handy...



The later cars are far better than the Micra you start with, so get winning!

As always the 2 player races will lose you friends quicker than a dodgy curry.

SILVER AWARD

RESULT

Price: **£39.99** • Publisher: **Infogrames** • Out: **Mid January**

I was sceptical about how much a new driving game could bring to the PlayStation party. And the answer is...nothing new. But that's not really a criticism. While Max Power may be a veritable pot pourri of the best bits from past racing successes, it pulls off the routine with enough style and excitement to earn itself a place on your shopping list. Not groundbreaking but certainly a good way to waste an afternoon.

81%

by ian

KNOCKOUT KINGS 99

A THIN LINE BETWEEN GLOVE AND HATE...

THERE ARE TWO WAYS to view boxing. The first being the sport of gentlemen, and the second being a clodding slugfest involving two tubby men and a whole load of sweat. Guess which this is? Best get some towels warmed up then, as you've got a virtual career to swing for.

LASTABILITY

The two player game is KK99's saving grace and will have you and your mates in stitches for weeks. It managed to hog our big office telly all day, and the illegal groin punches are nothing short of hilarious. But while it's true that the career option, with it's character creation mode, will have you coming back for more, there's not a lot to keep you there indefinitely if you don't have another player to hand.

13/20

Duck and weave, duck and weave

SOUND

There's some excellent commentary before and after each bout, topped by a bizarre coach with the tact of Jeremy Paxman. The in-game speech isn't bad, but can feel a little sparse. However the beefy crunches of glove on chin certainly make up for it.

7/10

Scary haircuts aside, the boxers are very detailed

Oh don't sulk you hulking big baby

GAMEPLAY

Sadly the one player game becomes very samey and finesse soon steps aside in favour of all-out clobbering. The resulting fights are tedious button bashes more akin to recreating a mauling outside the Rampant Lion on a Saturday night than the art of kings. You can create your own boxer, and try to get him to the number one spot, but it's a long, repetitive trip to the top.

35/50

'Come on just a small kiss, just one peck on the cheek...'

GRAPHICS

The beefy fighters are superbly animated, with each haymaker moving smoothly into your opponent's face. The hi-res textures only add to the feeling of solidity, which is so important to making the slugfest experience real. Speed-wise, it's light on its feet and when the punches start flying you won't want them any faster that's for sure. It's only slightly let down by the bland ring-side detail and one-dimensional crowds, but that's boxing for you.

15/20

YMCA! We're all down at the YMCA...the fighters have top dance moves

RESULT

Price: **£39.99** • Publisher: **EA Sports** • Out: **Now**

If you love boxing then this is the game your sweaty mitts have been clamouring for. Excellent animation, realistic sound effects and an overall feel of quality make this stand out from the trashier boxing fare. Sadly it's limited by the sport it recreates and won't appeal to everyone, but while it lasts it's a pretty captivating old bash.

70%

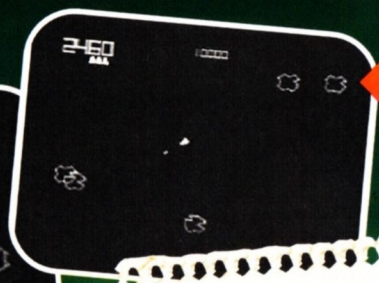
by bren

ASTEROIDS

SPOT ROCK, SHOOT ROCK, ZAP LITTLE ROCKS. BRILLIANT!

IT WAS THE eighties, men wore make-up, girls tottered about in pixie boots and arcade machines sprang up across the land. What witchcraft be this? Together with Pacman, Asteroids was a world-wide smash that involved the blasting of big rocks into little pebbles. You may laugh, but life was simple then, and a can of pop plus crisps cost about 2p. Now the game is back, but prices have gone up, up and away...

Back from the Dark Ages of videogame history, point - shoot - destroy!



Once upon a time, people thought this was the work of the devil.

Excuse me! Baked beans always have that reaction on my turbo boost.

Keep out of the Black Hole in the centre of the screen, or you might bump into something mean and nasty.

I thought crystals were supposed to possess healing powers, not scrape us to bits!

Go go purple coffee ring power!

SOUND

Roll out the retro sound effects! With a crunch, ping, blip and ker-chow, memories of poking about in the gutter with a stick come flooding back. Nothing special, but like the man says, "It does exactly wharrit sez on the tin - grrr!"

5/10

LASTABILITY

Nearly twenty years later and Asteroids is still a firm favourite. Despite the modern makeover, the basic gameplay remains the same, and the ego-boosting success rate makes a refreshing change to constant death. Think of it as virtual medicine, a little 'kiss-better' when you stumble and fall flat on something more tricky.

14/20

GRAPHICS

Don't expect too much. The original involved white shapes against a black screen, but can now be played in glorious colour plopped against a picture postcard of the Milky Way. As if to make up for the lack of things to see and do, video sequences have been added which look fantastic but slow down the loading process to a sluggish crawl.

10/20

GAMEPLAY

As basic as beans on toast, which is exactly what makes it so playable. You won't have to memorise impossible button combinations, just the 4 basic commands of thrust, fire, shield and hyperspace. Aside from blasting rotating chunks of rock, you'll be kept busy by crystals, comets, space junk and hostile alien encounters, keeping the cosmos clean with your laser duster. Mother would be proud.

33/50

RESULT

Price: **£39.99** • Publisher: **Activision** • Out: **Now**

Next to the latest releases this looks like a complete dud. It's not, but the price is a bit steep considering it hasn't changed much from the original, which is also included in all its prehistoric glory. Perfect for dipping into for a quick fix instead of trudging through multiple levels, everyone should own this classic shoot'em up if only it was cheaper. As it is, rent it and save those precious pence.

62%

by ian

RIVAL SCHOOLS

YOU'VE GOTTA FIGHT! FOR YOUR RIGHT! TO S-T-U-D-Y! OR SOMETHING LIKE THAT...

WHERE AS MOST kids this side of Grange Hill would be happy to see their school burn, our eastern pals in Japan would rather bash the nuts off the nearest educational troublemaker. Either that, or this is just an excuse to devote a game to cute school girls in tiny sailor uniforms. Start swinging that satchel, it's going to be one rough ride.

Tag-team special moves, really know how to hurt in true Japanese Anime style.

SOUND Variety is thrown at you from all corners, everything from authentic Japanese gong banging to cheesy easy listening. All this plus some insane girly screaming and gravely throated Japanese shouting. As usual.

8/10

Trust a girl to call on her mate in an argument.

My teachers never had legs like that. I'm rooting for Kyoko!

LASTABILITY There's everything here from the original arcade mode to tournament, league and group modes. The wealth of options means the game can be tailored to your ability. And, of course, there are the hidden characters, play modes and secret movies to uncover.

17/20

Pull off a super special finish combo and you're greeted by some truly pyrotechnical visuals!

GAMEPLAY It's all here. Combos, counters, specials, tag team and reverse attacks, not to mention plain silly aerial combos. The range of moves is gob-smackingly indulgent and throbs along at a hefty pace. Add to this faultless character design and intuitive controls and the resulting playability is unequalled.

47/50

GRAPHICS If you love crazy Manga hair cuts, pointy collars and bright slabs of colour then jump on board. All the 14 characters have their own distinctive styling, moves and special finishes that erupt into an awesome display of pyrotechnics when slapped into a combo attack. Brilliant.

18/20

GOLD AWARD

RESULT

Price: **£39.99** • Publisher: **Virgin** • Out: **Now**

I can't put the bloody thing down (*I've noticed - Dan*). Rival Schools wipes the bloodied floor with previous Capcom fighting games. It's charm and Anime styling is only the tip of a very playable iceberg. But it's the sheer wealth of new ideas, game modes and flamboyant character designs that puts this in a league of it's own. Not as slick as Tekken 3, but still one of the best fighting games ever. Buy it!

90%

WIN! TEKKEN: THE MOVIE!

Yes, following in the footsteps of Street Fighter and Mortal Kombat, the mighty Tekken has leapt from your PlayStation into a full blown movie. Except unlike Street Fighter and Mortal Kombat, the Tekken movie is actually good. Very good in fact. You see, it's an animated Japanese anime flick, and it's great.

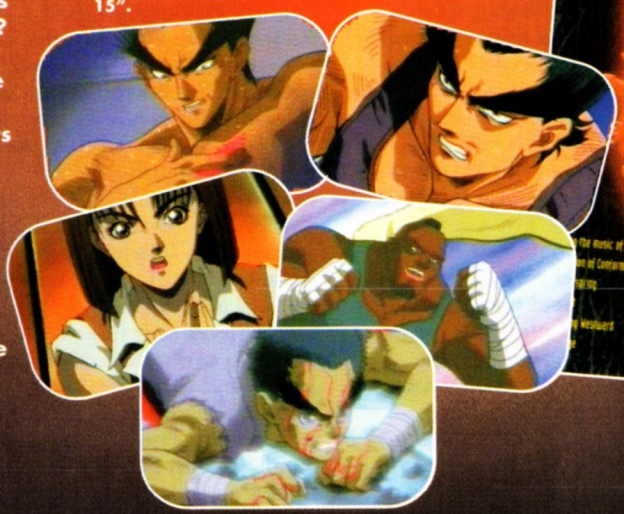
Ever wondered what the story is behind the Iron Fist tournament? Why Heihachi is such a miserable old guffer? The movie explains all. And it features all your favourite Tekken characters getting into massive fights with each other. No surprises there then.

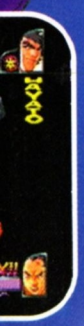
We've got 5 copies to give away, courtey of AD Vision. To be in with a chance of winning one, just answer the following question and send it to us at the address on the contents page.

WHICH OF THESE IS A TEKKEN CHARACTER?

A: HEEHOOCHI
B: HEIHACHI
C: HITACHI

Send answers on stuck down envelopes, or glued to the enamel of your Grans false teeth, to the address on the contents page. As the video features squishy bits and blood and that, you need to sign your entry stating "I am over 15".





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The future. A scary, unknown piece of burnt time-toast spoiling your breakfast. But it needn't be like that. Stick your head in the Pipeline, and get a glimpse of the future today. See. Nothing to be scared of...

THIS ISSUE...
RUGRATS...SYPHON FILTER...SENSIBLE SOCCER...QUAKE 2...BEAVIS & BUTTHEAD... PLAYER MANAGER...WARZONE...TIGER WOODS 99

Publisher: THQ
Release: Easter 1999

RUGRATS

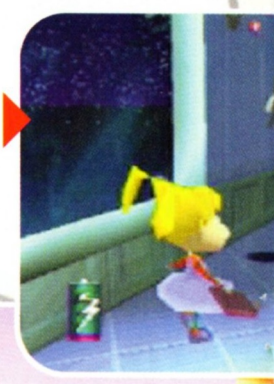
SLIP INTO YOUR BEST PAMPERS AND PREPARE FOR SOME KNEE-HIGH ACTION

AAH, TO BE a baby again. Those care-free days when a tatty bit of plastic was the best Xmas present ever, and you could entertain yourself all day just by running round in circles and being sick. Fantastic. You might suppose the glorious magic of nipper-hood is all behind you. You'd be wrong. Those champions of baby-dom, the Rugrats, are coming to the PlayStation and they want you to play! How sweet!

Now you think that any game based on a kiddies cartoon would just be a quick knocked-off platform game. Usually, it would be. But Rugrats is being written by the same people who, bizarrely, also wrote the gory, dirty and downright groovy Duke Nukem: Time To Kill. So it's not what you'd expect. OK, so Chucky doesn't pull out a machine gun and blow the heads off evil alien pig-cops, but this is far from being your usual half-rate TV adaptation.

The game starts when little Tommy Pickles, the lead Rugrat, discovers that the pieces of his Reptar jigsaw are missing. So fond is he of the Godzilla-esque Reptar that he vows to find all the pieces - no matter where they are. And off he trots to explore his house. It's all rendered in lovely baby-height 3D, and you can pick up and play with any toys and objects that happen to be lying around. Sometimes you'll find an object that sparkles, and this is your cue to leap into one of the 15 levels hidden in the house. Based on episodes from the series, the levels will earn you puzzle pieces if you finish them correctly, and require you to carry out all manner of bizarre tasks to gain your prize. Consider that the levels we've played have so far involved chasing a mad goose and then kicking hockey pucks in its face, fighting angry lobsters, playing a round of crazy golf, escaping from an alien spaceship, fending off sinister clown robots and performing circus tricks in the back garden.

One level sees the whole house turn upside down in Mirrorland, and you've got to collect enough balloons to float up to the floor (which is now the ceiling) and get everything back to normal. It's weird, basically. But it's also looking very good fun, as it's the sort of game where you can just run about the house with a big, stupid smile on your face. We'll be giving it the full review treatment next month, so we'll let you know then. In the meantime, where did we leave those rusks?

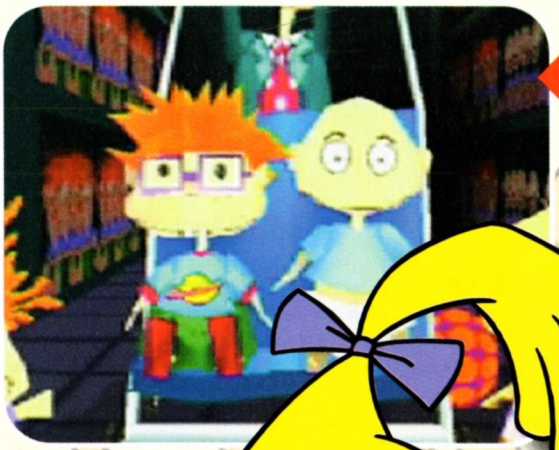


Who's afraid of the dark? Not Angelica. Hard as nails, that one.

"...an' if you don't let me win then I'll scweam and scweam until I'm sick! Bleurgh..."

Tommy spots his debut magazine appearance on the cover of Top Tykes.

All clowns are evil. The sooner you realise this the better.



Relax, take it easy. Soon your innocence will be trampled in the street...

Suddenly you'll become super-aware of household dangers like, well, furniture really.

Some kids go crazy over sweets. Tommy has some bizarre carrot fetish thing.

Hurry up! Oops. Too late. I smell a little accident.

5 REASONS WHY THE RUGRATS MOVIE IS COOL

AS WELL AS THE GAME, THE TV SERIES HAS ALSO SPAWNED A HIT MOVIE WHICH'LL BE OUT IN A FEW MONTHS. STAY TUNED NEXT ISSUE FOR A CHANCE TO WIN A CELEBRITY NIGHT OUT AT THE PREMIERE. IN THE MEANTIME, HERE'S WHY THE MOVIE IS JUST AS GROOVY AS THE SERIES.

1. Top rap type Busta Rhymes, that guy who goes "whoo-ha" rather too much, has a cameo in the movie.
2. It beat the new Will Smith movie, Enemy Of The State, to the number one spot when it came out in America.
3. The voice of Tommy is provided by the same woman who did the voice of Babe, the comedy pig.
4. The soundtrack features hipsters like Beck, No Doubt and Blackstreet. No Celine Dion! No R. Kelly!
5. It's written by the guy who played the Chief of Police in the cult 80's splatter flick Toxic Avenger.

Publisher: Sony
Release: Early 1999

SYPHON FILTER

SYPHON OFF THE RUBBISH AND FILTER THE INFO ON YET ANOTHER SPY CAPER

SPIES, WE LOVE 'em. Sod all that Shakespeare rubbish and give us a well-thumbed Ian Fleming instead. Great. Well, it seems that the busy chaps at Sony agree, Syphon Filter looks to be a top notch exercise in gadgets and all round sneaky behaviour.

The story is refreshingly thin on the ground. As top agent Gabriel Logan, you must stop genetic terrorists from eradicating the human race by preventing the release of a Syphon Filter virus. Simple. There's sure to be lots of plot twists involving girlies in tight tops and big thighed Germans but details are, in true spy fashion, being kept secret.

As you tippy-toe through the 3D metropolis it becomes clear that detail is all-important. With the seven levels spanning everything from city parks, sub-way stations and an abandoned church this promises tons of atmospheric variety. The sixteen sub-missions also offer some unique experiences; everything from disarming bombs to picking off snipers to test even the hardest super-spy.

Now no secret agent would be without his gadgets and Gabriel has a shedload, over twenty in fact. Some are level specific, like the sniper rifle, but others can be dabbled with anytime, often opening new avenues of gameplay. The infra-red scope, for example, can zoom in on your victim's body heat giving the action a real predatory feel.

Drawing well-used influences from the likes of Tenchu and Metal Gear Solid, you may be curling your lip with indifference already. Well don't. There are a lot of neat details and twists to the formula and some promising Artificial Intelligence, so dust down that stealth suit and prepare for some fresh, sly spy, world saving shenanigans.

The fashionable lurking-in-corners gameplay makes an appearance.

What's a spy thriller without loads of explosions?

I bet the Piccadilly line is blocked with tourists again.

Look at that. These secret agents have no respect for private property!

The heat sensor is straight out of Predator and lets you stalk your prey from the shadows. Cool.

Publisher: GT Interactive
Out: Late January 1999

SENSIBLE SOCCER

SENSIBLE SOCCER WAS NEVER THAT SENSIBLE, WILL THE PLAYSTATION UPDATE BE ANY DIFFERENT?

IF EVER PROOF were needed that football games are as old as dirt then Sensible Soccer is it. With it's cutesy players and spanking gameplay it conquered the 16bit machines with ease. So it's no wonder then that we've got an update on the horizon. But there's going to be a lot of hard graft ahead if it's to live up to such a prestigious past and compete against the likes of Actua 3. This has got to be one top knock-a-about.

Anyone familiar with the original will notice the cute sprites have been replaced by life-like, well-proportioned little players who zip around at a hefty old pace. The controls have been kept to a minimum of two buttons and between them you can run, pass, shoot, volley and the like. And to top it all there are three camera angles on offer, all of which give a detailed, expansive, bird's eye view of the action. Total football you might say.

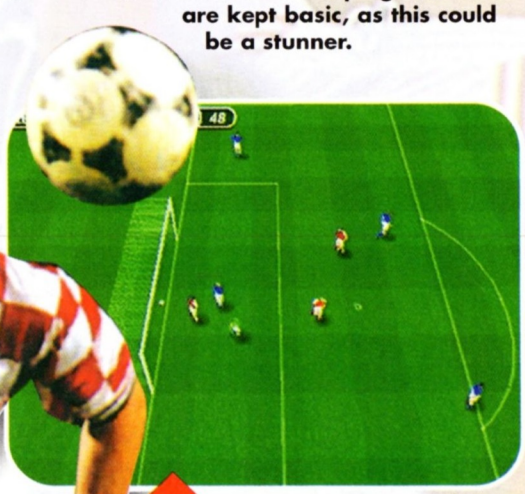
Everything feels very similar to the golden oldie with most of the original options being available. The pre-game choices include twelve preset competitions; the UEFA Cup, Champions League and Cup Winner's Cup, all the world's major national and international teams as well as four DIY competitions.

The crowning glory of the original Sensible Soccer always lay in the coaching and tactics options - fully detailed and recognisably influential on the match action. So thank your lucky stars they're in the update too.

The game's concept appears to be largely the same as before with loads of detail off the pitch yet simple as pie when kicking the ball around. So here's hoping the basics are kept basic, as this could be a stunner.

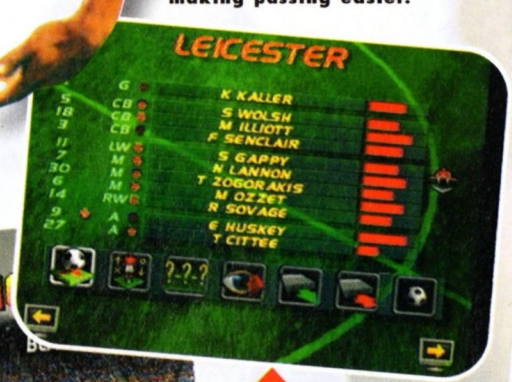
The ref's sticking his unwelcome nose in again! Why can't they play the advantage?

Replays look a bit odd in this kick-about.



The side-scrolling view Sensi style. You can see loads of the pitch, making passing easier.

The Sensi-view is surprisingly playable, giving a full view of the goal.



Statistics and options were the core of previous Sensible Soccers. You can basically change everything in sight.

Blackburn winning by two goals - realism isn't sensi's strength.

Publisher: Activision
Release: Early 1999

QUAKE 2

CANCEL THE MILK, DRAW THE CURTAINS, TAKE A DEEP BREATH AND SAY AAARRRGGHH!

QUAKE IS MORE than a game. It's an obsession. When first released a few years ago for the PC, players leapt back from their keyboards in horror before being slowly drawn into the gloomy, gore-splattered surroundings in this inspired blaster from the creators of Doom. Some have yet to return.

With so much competition and an increasing flood of top-quality titles, word-of-mouth and a fiercely loyal fan base promise to light the touchpaper for an explosive PlayStation release. Quake 2 will be no bog-standard conversion but a complete overhaul, bringing the game up to the high standard of other shoot 'em ups and exploiting the capability of the console. The programmers have shaved off any duff bits, slapped on a coat of new paint and built the odd extension or two to attract potential buyers before slamming the door shut behind them and posting a gun through the letter box. You might want to take a look around as you dash between one location and the next, spraying ammo and wading through pools of mushy brains.

As a member of a highly skilled marine unit, your so-called "team" members have wandered off leaving you to face the local inhabitants of an alien planet alone. Big fellas. Hungry. Violent. A range of weapons are available to pepper the opposition, all of which are based upon actual artillery to encourage accuracy and careful selection, so no taping down the fire button while you wander off for a soothing cup of herb tea to calm your nerves.

Ground troops shouldn't be too hard to deal with, but thundering around the next corner will be any one of a variety of freaks, thugs and bully-boy blockheads, some of which have machine guns and rocket launchers for arms. Parasites will creep close enough to attach themselves to your body and take a deep, refreshing slurp of internal organs for a slushy drink with a difference. And watch out for alien medics - no sooner do you kill a bad guy than this one sets to work on resurrecting the leftovers.

If that wasn't enough, the real star of the show will be the multi-player option for a total shared experience. Multitap compatibility means up to four of you can watch out for each other or turn traitor on the rest, actually increasing the speed of the game as the Artificial Intelligence takes a well-deserved break. Let's get ready to rumble...

Well that's just rude. Luckily, in the world of Quake, pointing guns at people is a way of life...and gory death is actively encouraged

You may soon begin to regret weaving through rush hour traffic when you catch sight of what awaits on the surface.

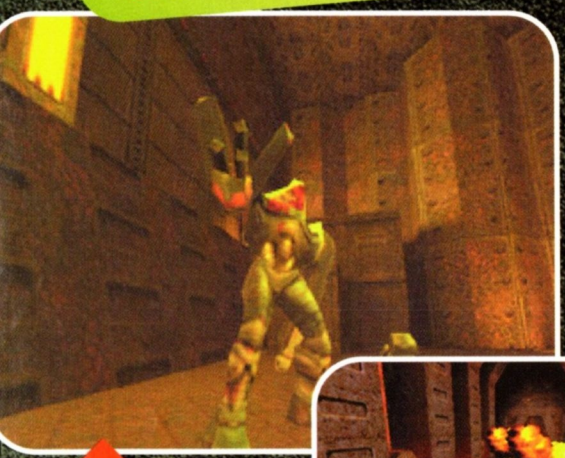
Oh, you lot may laugh, but that's really going to sting tomorrow morning...

JOIN THE Q

Welcome to the letter Q. Rarely used, but a quality member of the alphabet. Quite magnificent. Increase you vocabulary by using at least one of the following words in a sentence today, and lose all your friends in the process. We think it's worth it.

1. Quiver: to shake like a mad wibbly thing
2. Queasy: the sensation of impending up-chuck
3. Quadrilateral: a stupid shape popular with coffee breath maths teachers
4. Quark: a sub-atomic particle
5. Quip: the sort of crap gag commonly found in Bruce Willis films
6. Quorn: pretend meat made from special fungus
7. Quibble: an amusing word for a minor arguement
8. Quaff: daft old-fashioned word for drinking
9. Quiff: to make one's hair rise up at the front
10. Quack: you know, like a duck.

Another one bites the dust!



What the chuffin' nora is *that*? Don't ask too many stupid questions. Just keep moving!

Once again, someone has carelessly left a big gun lying around. That'll come in handy.

No time to get giddy over the lighting effects – just kill 'em and get on with it.

Full freedom of vision means you can blow the teeth out of people above and below

Oooh! It's all gone a bit disco here. But no time for strutting your stuff...keep firing!

Publisher: GT Interactive
Release: February

BEAVIS AND BUTTHEAD DO HOLLYWOOD

WHILE SOUTH PARK WAS STILL IN NAPPIES, TWO BRAINDEAD MORONS HELD THE SICK CARTOON CROWN...

IT HAD TO happen. After convincing the world that they're cultural icons and not foul mouthed, gutter trawlers of the American underbelly, it was only matter of time before Beavis and Butthead's quest to get chicks and drink beer made it onto the PlayStation.

It seems our taco-munching morons have landed themselves in a bit of bother. After completing their new movie, the dubious duo are penniless. Why? Well their fortune has been sent to their parent's houses of course. You wouldn't trust them with hard (heh, heh he said hard) cash, would you? Despite the many ways to deal with the situation in a sensible manner, our heroes sign up to a dodgy temp agency to earn enough dollars to buy their tickets home. Which is fairly unlikely, but should make a more entertaining game than if they phoned home and asked for the cash.

Well, that's the story kids. What all this hokum boils down to is a lovingly rendered 3D arcade adventure with hysterical action-filled quests which will probably involve scoring with chicks and, like, other stuff whilst heading homeward bound. The graphics are very in keeping with the cartoon's distinctive style as is the non-too subtle humour. Expect plenty of fart jokes, use of the words "weenie" and "cornholio", and enough anti-social behaviour to give old folks a funny turn.

In a bid to translate that unmistakable toilet humour to the PlayStation, you will have control over the two moron's speech. Yes, with a flick of the joypad you'll be able to engage in conversation with the boys. As GT Interactive also gave us the chat-tastic Oddworld, with it's intelligent use of speech to move the game along, this sounds hopeful. Although expecting intelligent use of speech in a Beavis and Butthead game is pretty stupid, when you think about it.

With some new ideas, captivating gameplay and stylish graphics there's definitely something here to keep the hardened (heh,heh) Beavis and Butthead fan stuck (huh, huh) to the couch in anticipation until the game's release in February.

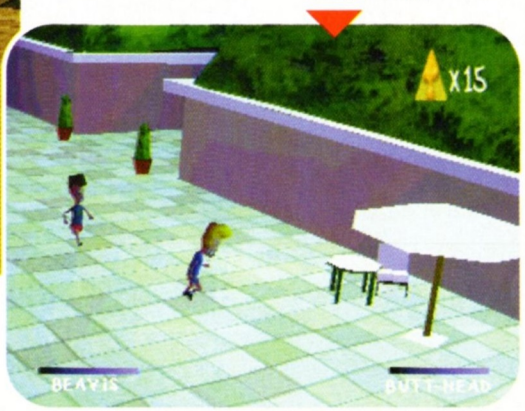
What a surprise. Wherever Beavis and Butthead turn up, there's always a trailer park...

Beavis makes a run for it, in his own unique way

Jump, Beavis, jump! You have nothing left to live for!

The wild west is about to get a bit wilder...

Would you let Beavis and Butthead loose in a 3D world? Good, so would we...



Beavis. Butthead. A balcony. We suspect that some "loogies" may be "hocked" over the edge before the game is over

Unfortunately, the chance to watch MTV and make stupid comments won't be included

THE BEST CHICK ROCK IN THE WORLD...EVER!

AS APPROVED BY BEAVIS AND BUTTHEAD

1 - Big Bottomed Girls - Dave Lee Roth
2 - Slippery When Wet - Bon Jovi
3 - Rocket Queen - Guns n' Roses
4 - Hot For Teacher - Van Halen
5 - Big Balls - AC~DC

PLAYER MANAGER

WILL INFOGRAMES NEW FOOTY SIM RISE TO ROBBIE FOWLER HEIGHTS, OR SINK TO STAN COLLYMORE LOWS?

WHAT A PREDICAMENT to find yourself in. You love footy with all your heart, but you lack the coordination or arcade skills to enjoy the likes of Michael Owen World League Soccer or Actua 3. How can you possibly enjoy the fun of football on your PlayStation? Simple. Get a football management game. OK, so you miss out on the on-pitch excitement, but you get the added thrill of being the decision maker behind the game.

A staple chunk of the game diet on other, more boring machines (like the PC) the footy management sim has only reared it's head once before on the PlayStation - Premiere Manager by Gremlin. Well, the follow up to that fine game is on the way, as well as this offering from the kings of soccer games - Anco. Player Manager concentrates on the current English and Scottish leagues, and packs in enough stats and facts to shut John Motson up for ever.

4-4-2? Is that really the best formation? And are you sure that's Owen's best position?

Train individual players to get the most from your team. Especially that M.Owen character. Who the hell's he?

Publisher: Eidos
Release: Feb '99

WARZONE 2100 AD

AFTER YET ANOTHER NUCLEAR HICCUP, THE FUTURE OF THE HUMAN RACE DEPENDS ON YOU!

WELCOME TO EARTH, 100 years into the future. Unfortunately, it isn't quite the party planet we've been hoping for. Instead of the population wandering about in tinfoil and cling-film creations, a technical error in the satellite defence system has triggered the detonation of nuclear warheads around the globe, wiping out all but a few rag-tag survivors. Darn!

Your goal is to reclaim abandoned technology and use it to establish a new society, although rival groups are in direct competition for the few remaining resources. Phew! It's a heavy responsibility, so don't expect a smooth ride. First you must construct a base, followed by extractors to pump and refine fuel to power factories, research facilities and a command centre. Build vehicles of your own design, explore abandoned areas, repair damaged equipment and fight off the attacks of opposing units. We told you it wasn't easy.

Combining short bursts of arcade action with a heavy dollop of strategic planning, Warzone 2100 will either draw out a hidden God-complex or leave you sprawled across the carpet with exhaustion. Taking place in real time with 3 different campaigns to complete, command droids will eventually take up some of the strain, leading tanks into battle to seize key areas so that you might expand further and faster.

Unlike previous PlayStation strategy games, Warzone let's you get into the action by allowing you to take control of your vehicles and lead them into battle yourself. Add a rotating 3-D landscape and you've got a challenge that should pull you into the action more effectively than the distant top-down approach of the Command & Conquer series. But like that oh-so-successful family of strategy games, brain cells will bubble over with the effort of it all. We hope.

Build factories to create new vehicles

With cunning research, air strikes are yours to play with.

Developer: Infogrames
Release: Early '99

With 7,000 players to choose from, and simulation of every aspect of the game from the transfer market to in-game tactics, you can coach and train new players up from your youth teams or poach ready-to-win players from other clubs. You can even ask the game to predict the outcome of matches and adjust your formation and team accordingly. With oodles of arcade football games shuffling for shelf space, the management game may well be the choice of the true football fan. All you need now is the sheepskin jacket...

Noble Oldham take a hammering from those soccer giants, Gillingham

OK, you can't join in, but you can scream from the sidelines

Always a pleasure to see lot's of bar charts bunched together

Now then lads, can't we talk this through?

A lovely digger!

Each unit can target individual enemies.

Hands off my scrap metal, you gits!

Pummel the enemy and steal their technology

Publisher: EA Sports
Release: December

TIGER WOODS 99

HIT A SMALL BALL MILES WITH A THIN STICK. IS THIS REALLY A SPORT FOR THE PLAYSTATION?

TIGER WOODS MADE golf cool by wearing baseball caps and whacking the ball really hard. Electronic Arts are trying to make golf games cool by adding music from dance trendies Chemical Brothers and whacking the ball really hard. Cool.

The first thing to stand out is the user friendliness of EA's budding driver. It can be whipped through in no time due to some simplistic yet effective controls. A unique after-touch feature, similar to those found in most footy games, provides the degree of spin. To top it all the computer opponent is nice and speedy, meaning you won't be waiting an age whilst your PlayStation ponders on it's next shot.

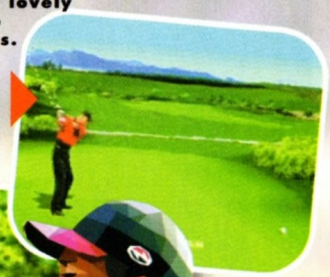
Graphically things are looking pretty special, with a fluidly animated Tiger (complete with trademark fist-pumping) and some eye-catching courses. There are five in total, including Sawgrass and Scottdale, all of which have been mapped perfectly. But it's the speed with which they zip around that really makes the difference.

There's also a total of ten game modes on offer, including a full tour, tournament, practice and even a four player event. To add to this there's the chance to edit your player, adding your real-life handicaps and club distances should real life golf be your thang.

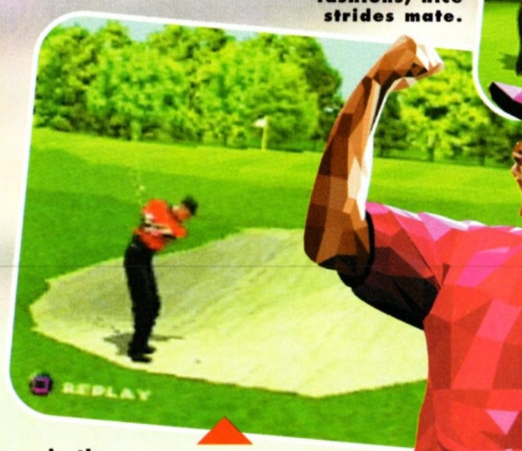
It's not all a rosy honeymoon though. With only Tiger's heart-felt remarks to keep you company the game lacks an authentic atmosphere. As for the music, leftfield drug infected dance beats don't really sit comfortably with plaid trousers and tartan flat caps. Even the Tiger ain't that cool.

So the golfing fanatic may be put off by the lack of in-game options and pure arcade gameplay but us mortals who actually like to play our games should look forward to this hitting the shelves soon. It could be quite a treat.

Look at that lovely senery, pure gorgeousness.



Tiger woods changed golfing fashions, nice strides mate.



Those pesky sandbanks don't hold and problems for the Tiger.

Once in the air you can alter the balls flight path with the pad.

This is going to be a classic chip out of the sand trap and into the hole.

Publisher: Konami
Release: Spring

DEEP BLUE

WRITTEN BY SPECIAL GUEST HAYLEY NEWMAN, WHO HELPED OUT ON WORK EXPERIENCE!

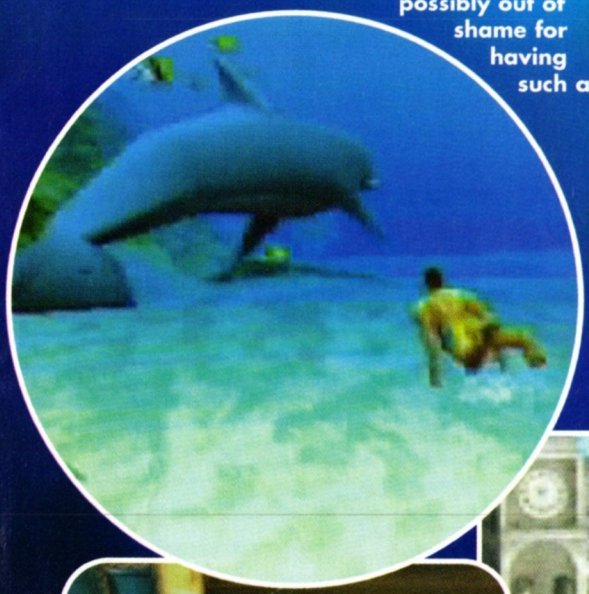
I'D LIKE TO BE, UNDER THE SEA, IN AN OCTOPUS' GARDEN, IN THE SHADE...

If we told you that this is a diving game, you'd expect the majority of PlayStation owners to roll their eyes, sigh and turn the page, but unlike previous attempts at underwater games like the prehistoric Ecco the Dolphin, this game has a sturdy plot, and could be quite addictive.

The game's storyline is that the cruise liner, Gigantic Matilda, was the victim to a huge oceanic disaster. In other words, it sank, possibly out of shame for having such a stupid name. Years pass and it's hull and contents have been forgotten about, simply left to line the floor of the ocean. Then, an old man tries to gather a team of experts together, in order to salvage treasures from the immersed wreck. The first person he comes to is you. Which is nice of him. But then, for the purposes of the game, you are a young diver, with an appetite for adventure.

The game's action is based around missions given to you by various characters who hang around the docks. Which sounds a bit dodgy. If you accept to perform these tasks, you enter the water, and swim about the Aquatic Aladdin's cave, looking for treasures and collecting lost objects from the sea bed. Poisonous fish have to be avoided like, well poisonous things, and the conservation of air is a big limiting factor to your survival.

As the game progresses, and you make contacts around the village, you are given equipment such as air tanks and weapons, giving you great advantages and making it possible for you to access deeper, more dangerous waters, and gradually take on more complex missions. Eventually, as the the tale unfolds, you should be able to unravel the mysteries of the Gigantic Matilda.



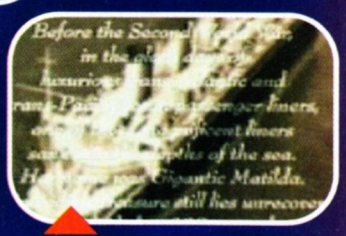
Jellyfish attacks are one of the lesser hazards...but a hazard all the same

Underwater rockfalls may move in slow motion, but you still need to swim fast to dodge 'em!

Sell your soggy findings to this shady character to earn money for bigger flippers

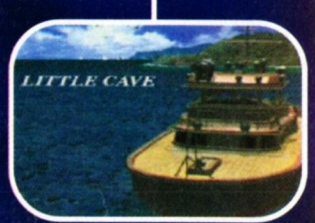
This is the sunny seaside town where you return to flog your salvaged tat

This guy with the bushy 'tache is the old geezer who's hired you



An old fashioned newsreel tells the terrible tale of Gigantic Matilda

Keep your eyes peeled for objects on the floor - they could be antiques!



Beyond Help

So Christmas is but a fading memory of stale mince pies and Birds Of A Feather festive specials. You've got a load of new games to play, and what are you doing? You're turning to the cheats section aren't you? Where's your patience? Well, if you must cheat, at least do it in style. Here you go then....

TOMB RAIDER™ 3 SECRETS

Secrets? We'll give you secrets, but not any old secrets, oh no. These are the hardest parts from two of the worlds and we think you know there'll be more next month...

LONDON

Thames Wharf

Once you have been through the Flue Room get back onto the main path. Instead of dropping down where the flames have been put up make a standing jump forward and grab the ledge. On the other side you can grab some ammo. To the left is a sloped roof. From here you can reach a small ledge and take the secret item. It's a difficult one to find but very rewarding.

Aldwych

After being in the red room for the final time follow the torch bearer. Don't go down the two slopes or you can't get the secret as the level is completed. Flick a couple of switches and head back to the red room. Climb into the gap and collect the vast number of power-ups. Kill the last enemy here also.

Lud's Gate

When climbing up the large wall, get over to the left side and when you reach the red area you'll see a line across. When your hands are on this you need to make a twisting turn as you jump back. Grab onto the opposite wall and climb into the gap. This is a little tricky as you must quickly let go of the climb button for a second so Lara is hanging. Only when she is hanging can she pull herself up into the gap to take the Rocket Launcher.

City

Dead simple really. rather than head around to the top of the building, about halfway up is a block at the back of the walkway. If you hang off the back facing across to the other building you can make a small drop to another grab ledge. Shimmy over to the left and climb into the gap for the final secret in this very tough adventure.

SOUTH PACIFIC ISLANDS

Coastal Village

Depending on which route you take from the start this is the fourth secret. You don't have to get this one but if you do you can obtain four of three on the end stats. Instead of following the normal path this takes you inside the hut on the beach after you've collected the key on the sea bed. There's plenty of running, jumping, monkey-climbing and much more killing to do.

Crash Site

In the room where you can see a pool with piranhas in and a bridge across to the other shore, climb the blocks after killing the Raptor and then climb the vines. At the top make a jump back and quickly jump again. Kill another Raptor. From the branch make a running jump to the only safe block on that ledge you just slid down. Head around the tree and make a jump to the high branch. Take the ammo.

Madubu Gorge

The first couple of secrets in this level are probably the toughest in the game. Instead of getting in the first kayak, head around the opposite side of the ledge you begin on and monkey-climb over the water. Make a running jump towards the doorway after shimmying over to the right and grab onto the ledge. Shimmy over again and climb up when you can. Jump into the doorway and into the cave. There will be a closed door on your left. This needs to be opened. Go right and when you reach a ledge with spikes below. Hang off the ledge and make a backward jump over them as you slide. Drop down and crouch low to go into the area to the right. As soon as you do so a green monster will attack. Quickly climb out and climb up again. Shoot the monster from the ledge above. Head into the area it came from and take the bonus. Now go back through and turn right. Blast another green freak as you climb the stairs. Push the switch and get back to that door that was closed before. Go through and make a jump to the waterfall. Beyond this is an area with yet another green weirdo in. Blast it and drop down. Take the ammo. Now get back to the ledge by the waterfall and make a running jump to the area on the roof you can grab. Climb through to the next room.

Temple Of Puna

Just before you head into the final arena to bask in the glory of a level well done, two dart blowers will attack you from the left. Waste them after taking care of the first enemy and head up the steps. When the stairs come back on themselves there's a dark opening high above. Climb up the steps a little and make a jump to the wall. Grab on and shimmy to the left. Climb up and take the Desert Eagle, the ammo, flares and first aid pack. This will come in very handy for the final battle.

FUTURE COP: LAPD

The future need not look bleak if you cheat. Now what are you waiting for?

ALL EXTRA WEAPONS

Enter SYMRGOBRRL as a password

COMPLETE ALL MISSIONS WITH ALL EXTRA WEAPONS

Enter DYPYFASRHR as a password For full power-ups pause the game and highlight 'sound FX volume' and input the following codes:

FOR HEAVY WEAPONS TOTAL POWER

■, ■, ■, ●, ×, ●, × and quit. Now select 'Yes' to confirm.

FOR SHIELD TOTAL POWER

■ (select) ●, × and quit. Now select 'Yes' to confirm.

FOR SPECIAL WEAPONS TOTAL POWER

■, ●, ■ (select) ●, ×, ■, ● and quit. Now select 'Yes' to confirm.

SPYRO THE DRAGON AND CRASH BANDICOOT: WARPED

Take a break from all that fiery running around and access the Crash Bandicoot: Warped demo for some furry running around. Simply press L1 and ▲ when "Press Start" appears at the opening screen. Likewise to play the Spyro demo in Crash, enter the following codes at the main menu: ↑, ↑, ↓, ↓, ←, →, ←, →, ■

R-TYPES

These may be older than the gags on Noel's House Party (and that's pretty old) but they are still the best shoot 'em ups on the PlayStation. They're also the hardest, so try this out...

STAGE SELECT

On the R Types title screen, rapidly tap L2 10 times, then R2 10 times. Not only will you be able to select all of the stages, but you can watch the ending movie!

COOL BOARDERS 3

If those slippery slopes are starting to burn your bum, then type in these names during the tournament mode for some helpful surprises:

WONITALL

Every Track

OPEN-EM

Every Boarder

BIG HEADS

Huge Heads

EVERYBODY'S GOLF

Golf games are usually a bit dull, so this was a pleasant surprise. To spice things up further just type in the following commands for some cute effects.

INVERTED COURSES

When choosing a course hold L1 and L2 together and press ×, now release and press × once more.

CHANGE TO LEFT OR RIGHT HAND

Simply hold L1 and press × when choosing a player and they will change their preferred hand.

TIME CRISIS

Just grabbed a copy of this at budget price? Then you'll know it's a tough cookie. Here's a top tip if you want that arcade feel.

PEDAL TECHNIQUE

On the second controller you can press any button to hide/reload instead of pressing the red button on the gun. Put the controller on the floor and operate it with your big toe for that authentic arcade cabinet experience.

EASY GAME MODE

After selecting the arcade mode from the selection screen, you'll get a choice between time attack mode or the story mode. Before shooting the story mode box, shoot off the screen. An easy mode box should now appear. You'll now have 5 lives and more time to beat the game.

ZERO DiViDE 2

if you're finding this rather average robo-masher a bit of a walk over then here are some extra delights to spice up the action.

FiGHT AS NECO AND MODOKi
Complete the game using Nox and Eve

ALTERNATE CHARACTER COLOUR
Hold Select on controller two and press ×, ●, ■, ▲, L1, L2, R1, or R2 at the character selection screen.

ADDiTiON LEVELS
Two additional levels will be available after the game is completed under each of the three difficulty settings for a total of six new levels.

COMMAND & CONQUER: RETALiATiON

Go to the side menu. There's a series of icons corresponding to the buttons on your pad. Click them in the following orders for cheaty fun. Circle activates them.

WIN MISSION - ●, ●, ▲, ×, ×, ■
LOSE MISSION - ●, ×, ●, ■, ■, ×
ALL MAP - ▲, ▲, ×, ●, ▲, ■
MONEY - ×, ×, ■, ●, ●, ●
PARABOMBS - ×, ×, ×, ●, ▲, ■
NUKE ATTACK - ●, ×, ●, ●, ×, ■
CRONOSHERE - ■, ●, ▲, ×, ●, ●
IRON CURTAIN - ■, ×, ●, ×, ▲, ▲
CIV.NAMES - ■, ■, ●, ●, ▲, ▲
SOYLENT GREEN - ■, ×, ■, ×, ■, ×

NHL 99

The best big-blokes-on-ice extravaganza just got better thanks to these bonus codes. Just type them in on the password screen and off you go.

FREEEA
The EA Blades and EA Storm teams will be selectable. With these teams, fights will constantly break out. Hurrah!

3RD
New Strips

SPEEDY
Super fast play

BRAiNY
Big heads

BiGBiG
Big players

COLLiN MCRAE RALLY

Lee Denneny, from sunny Flixton, has written in and asked us for some cheats for this spanking rally game. Luckily for him this game is stuffed with secret bits - some useful, some weird. Enter these as your name in Time Trial or Rally mode to activate them.

DiDDY CARS
Gives you overhead view

TiNFOiLED
Gives you a chrome car

MOONWALK
Gives you low gravity

OPENROADS
Gives you all tracks

SHOEBOXES
Gives you all the cars

SiLKYSMOOTH
Speeds the game up

NiGHTRiDER
A UFO will abduct you!

BACKFEAT
Co-driver takes the wheel

PEASOUPER
Race in fog on all tracks

BUTTONBASH
You have to bash × and ● to accelerate!

HELiUMNiCK
Gives co-driver a squeaky voice!

DiRECTORCUT
Gives you a new action replay mode

KiTCAR
Gives you turbo boost. Press SELECT to use.

MOREOOMPH
Go twice as fast

FORKLiFT
Rear wheel drive

BLANCMANGE
Wobbly car

TROLLEY
Steer with all wheels

HOVERCRAFT
Drive a hovercraft

WHiTEBUNNY
Right hand drive

MAGFLOAT
Wavy car

MARVEL SUPER HEROES

it may be a bit old now but Spidey and the boys are still a storming slap-happy bunch of chaps. if you've exhausted the original line-up then try these secret characters.

THANOS

Beat the game once then select arcade mode. At the character select screen highlight Spider-Man then press ⬆, ⬆ on the D-pad, keeping it held the second time. While holding ⬆ quickly press and hold strong punch, then press and hold medium punch, and finally press and hold weak punch.

DR.DOOM

Beat the game once then select Arcade Mode. At the character select screen highlight Spider-Man then press ⬇, ⬇, keeping it held down the second time. While holding down quickly press and hold weak kick, then press and hold medium kick, then press and hold strong kick.

BONUS OUTFITS

Select any character whilst holding ⬆, if they're on the top row, or ⬇, if they're on the bottom, for three seconds.

COLONY WARS: VENGEANCE

Make space a safer place to live with these password cheats for this brilliant sci-fi blaster. Remember to enter them exactly as they appear here - lower case letters and all.

Vampire
Makes you invincible

Tornado
Gives you all the weapons

Dark Angel
Primary weapons always available

Chimera
Secondary weapons always available

Blizzard
All cheats on

Stormlord
All cheats off

Avalanche
Infinite turbo

Hydra
Infinite dosh

Dark*Angel
Guns stay cool

Thunderchild
Unlock all fighters

Demon
Unlock all missions

SMALL TiPS

G-DARiUS

Fancy gaining that authentic coin-op feel for one of the best shooters around? Just collect 100 continues then enter the options screen and you can now change Credit to Free Play.

POCKET FiGHTER

To get a couple of bonus characters, Gouki and Dan, simply press ⬅ whilst Ryu is highlighted or ➡ when Ken is highlighted.

DEATHTRAP DUNGEON

Press L1, R1, ▲, ▲, ■, ●, R1, L1 at the main menu. All levels may now be selected on the "Load Game" screen.

COMMAND AND CONQUER: RED ALERT

Level codes for you, sir.

ALLiED

PJ163GKK2
O8RGUFLP5
IQVRAQOL6
DDKQRHKYQ
074JCU85D
FEAVFFWMA
FEX66E6R7
17DCQB19K
VM54U513N
ZQCOC24UN
XN3764RXS
2QGT3NIMZ
3S2LUUP3Y

SOViET

XNLGQTN2R
1PRSC8W30
XN37MCCSO
8DNDIKDSE
LHY9F3FWU
3CQLETK2D
LZRJTMQAN
M21US99PG
M1RR87CGM
4RBY4PYSB
SLBFACLII
04QINRYTX

COMPLETE SOLUTION
CRASH BANDICOOT™ 3
WARPED™

LEVEL 1: TOAD VILLAGE

Items to collect:
- 1 crystal
- 1 clear gem
- 42 boxes

A nice easy start. Take your time, and make sure you find every box. Use this level to get used to the controls. Before long, you'll come across two bounce boxes, one on the ground and one suspended above it. Don't smash bounce boxes with your spin attack; if you do, you won't get any fruit from them. When you come across the crystal, grab it! Finding the crystal in each level is your primary objective in the game. You will also come across a slot box, like a slot machine. Don't hang about though, if you don't smash it soon, you won't be able to smash it at all. The question mark signals a bonus level. Jump on board and make sure you get rid of all the boxes in the bonus section as well. When you get to the end of the level, you will either see a translucent box telling you how many boxes you missed, or you will see a clear gem if you smashed all the boxes. If you missed some boxes, come back again to finish the job.

LEVEL 2: UNDER PRESSURE

Items to collect:
- 1 crystal
- 1 clear gem
- 92 boxes

Underwater, Crash isn't as easy to control so don't go mad. Take things slowly but surely. The small fish pose no threat, but watch out for big sharks and blowfish. You can spin into them to kill them but don't get near a blowfish when its spikes are showing. The mines track you, and can't be destroyed by spinning. Avoid! After the first checkpoint, you'll come to an enclosed tube. Your first obstacle is a giant, electrified, rotating disk; swim carefully around it to avoid making contact. When you exit the tube, watch out for the giant eels that pop out of the walls; time your swimming to avoid them. On the ocean floor directly below the eels is a slot box that will activate before you can see it. Hurry to the bottom to smash the box before it seals itself shut. Before long, you'll come across a jet sub. Don't go too fast, and use the torpedoes to get rid of those pesky bad guys and mines. The jet sub also acts as a shield and lets you take a hit without losing a life. Unfortunately, when you take a hit, you lose your sub. There is no way to get another sub without sacrificing a life and going back to the last checkpoint. When you see red seaweed on the ocean floor, blow it away with a torpedo. There are boxes hidden behind the seaweed. If you are trying to smash every box, you will need the sub to get behind this seaweed. Other than that, this is a pretty straightforward level.

LEVEL 3: ORIENT EXPRESS

Items to collect:
- 1 crystal
- 1 clear gem
- 51 boxes

The first of the "racing around on the back of an animal" levels. You can't slow down, only steer. Try to remember where the obstacles are. If you are playing the level to collect all the boxes, make sure you pay careful attention to the checkpoint boxes. Once you smash a checkpoint box, any boxes you have smashed before that point remain smashed, even if you lose a life. This means that you won't have to worry if you've hit all the boxes. If you missed some though, you're best avoiding the checkpoints or starting the level again.
Keep your eyes peeled for the men popping out of trapdoors. You can use them as a springboard to reach the upper areas.
When you return to this level in time-trial mode, use the R1 button to go at full speed. You must keep up this pace to have any chance of winning the sapphire or gold relic.

LEVEL 4: BONE YARD

Items to collect:
- 1 crystal
- 2 clear gems (second clear gem requires red gem found on level 12)
- 66 boxes

This level is the reverse of the previous one. Instead of running into the screen, you're now running out. This means fast reactions are called for. Oh yeah, and there's a bloody big dinosaur chasing you so don't hang about! The pitfalls to watch out for in this level are steaming lava pits (jump over them), giant pterodactyls (run around them), ledges (jump over them), and weeds (hop through them or use your spin attack to chop them down). When you're being chased, don't worry about smashing the boxes yourself; the triceratops will take of them for you.
After the second checkpoint, this level changes gears and becomes much more leisurely. Take the chance to relax and concentrate on smashing boxes. Be careful with TNT boxes. Don't spin into them, but jump on them and then retreat to a safe distance. Green nitro boxes spell instant death. You can destroy them all by hitting the metal ! box.
You'll also come across a red crystal platform; you can't use it until you find the hidden red gem in level 12. If you have already retrieved the red gem, see the end of this section for strategies.
Past the red platform, you will come across a bonus level in which you

can learn a new move. To crawl under the steel boxes (which Crash can not damage with his spin attack), slide under them by using the O button.

When you come across the steel ! box, hit it to make the invisible boxes appear in front of you. Smashing this series of boxes is all about precise jumping; it will take practice to do it right. And just to round things off, the dino returns for more chasing fun! If you have already retrieved the red gem, jump on the red platform enter one of the hardest sections of the game. You need to do this though, to earn the second clear gem. After riding the platform, hit the steel checkpoint box to mark your place. It's another dino-chase, with tougher hazards. Use double jumps to clear the big pits, and make sure you've stocked up on lives and patience.

LEVEL 5: MAKIN' WAVES

Items to collect:
- 1 crystal
- 1 clear gem
- 37 boxes

Coco returns for a Bounty advert of a level. Follow the arrow at the top of the screen and make sure you find all the

boxes. Use the ramps to get the boxes in the air, and avoid pretty much everything else.

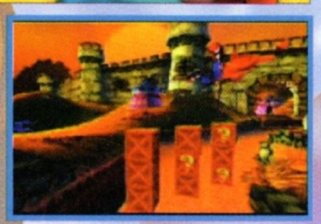
FIRST BOSS: TINY TIGER

Tiny, like all the bosses, has a set pattern that you need to figure out. First of all he'll try to stab you with his pitchfork. When it gets stuck in the ground, spin into him. He'll unleash some lions. Either spin into them, or avoid them. He'll then start the stabbing thing again. You have to hit him three times to win. So spin when he's stuck and avoid the lions. Simple. You now get the Body Slam move. Press O when in the air. Nice!

LEVEL 6: GEE WIZ

Items to collect:
- 1 crystal
- 1 clear gem
- 100 boxes

Not too different to Level 1, so it's quite easy. Use the Body Slam to smash the reinforced boxes. You can use your spin attack to deflect the wizard's fireballs, or just jump over them. The



bonus stage is quite tricky though. Don't hit the steel switch just yet! Use the box to jump over the gap, and then jump back to activate the switch. It's a long jump, but you can do it.

LEVEL 7: HANG 'EM HIGH

Items to collect:
- 1 crystal
- 1 clear gem
- 1 yellow gem (accessed through level 27)
- 96 boxes

Don't worry about that yellow gem. You need to come back via Level 27 to get it, so let's not dwell on that just yet. Use the awnings as trampolines to move about this level. Spin into the bad guys as before, but wait until the bloke with the sword turns his back. Before long, you'll come to an apparent dead end. Don't despair. Now it's time to hang from the ledge above you and swing like a monkey over to the next platform. Just watch out for the scorpion hanging around the area; either avoid him or give him a spin for good measure. When you come across the monkey with the barrels, you must attack him twice to take him out. As you jump on the awnings, keep an eye out for fruit paths that will show you the way to boxes overhead. These boxes are hard to

crack, and it's easy to fly off the awning to your death, so be careful. The only other thing to remember is to hit the trigger box to get rid of all the nitro boxes in the level. And that's it.

In the bonus area, you'll see boxes placed high above in the air, you can use a combination of double jumps and mid-air super body slams to smash them all. You'll need to defeat some more bosses to get the double jump though. When you come to the slot box that sits above the row of steel boxes, think before you jump. Make sure you wait until the slot box switches to a TNT box; that is the only way to activate the ! box below. Remember to hop on the TNT box, not spin into it.

LEVEL 8: HOG RIDE

Items to collect:
- 1 crystal
- 1 clear gem
- 13 boxes

The first of the motorbike races. You'll need to do this level twice to get all the goodies. First of all, ignore the boxes and try to win the race. That gets you the crystal. Then do it again and get the boxes for the clear gem. This is quite easy compared to

later races, so use it to master the bike on corners and jumps.

LEVEL 9: TOMB TIME

Items to collect:
- 1 crystal
- 2 clear gems
- 95 boxes

Keep your eyes peeled for oil slicks, as these will muck you up big time. Also, while you can clobber the crocs, it's generally best to avoid them. Whenever you see a raised polygon on the floor, you should step on it to activate a switch. The first switch opens a set of doors that block your path. The switch remains active only so long, so plan your moves carefully before moving on. After the first checkpoint, you'll come across a bridge made of tiles. The tiles that spell out the name "Neo" are safe to stand on; the tiles that picture a red beetle collapse instantly when you step on them, so tread lightly. For the barrel-chucking monkeys, use your spin to smash your way through to them and then watch them shiver in fear. The next challenge pits you against an Egyptian who is releasing huge stones from above in an effort to crush you. You must jump carefully across the pit to get your footing before the moving stone pushes you into oblivion. You needn't worry about being run over by the stones, but don't stand underneath the

spot where they come out of the ceiling, or you will be crushed. Once you're clear, spin that pesky git into pieces. Before you dash onward, pay careful attention to three mysterious spots on the floor that are lighted from above. Stepping in these areas triggers spears that launch from the walls. There will be another set of these lights in the level, so be careful.

Before long, the path will split in two directions. On your right is the way to the crystal and the exit to the level. On your left, on the other side of a very long pit, is a wall with a drawing of a purple gem. If you haven't already obtained this crystal from level 11, you can't get behind the wall. If you have the purple gem, the wall will open up for you as you approach it. Only attempt this if you have the Death Tornado Spin from defeating N.Trophy after Level 15.

You then come across another stone hazard, but this time with boxes. It's safest to use the previous strategy to kill the Egyptian, and then double jump back for the boxes. After you knock off the Egyptian, watch out for the dude with the fire thrower. You won't be able to get all the boxes until you get the purple gem, so just finish the level and come back later. If you have got the purple gem, then...

Behind the Purple Gem Wall

To get over the first pit without being pumped full of arrows, use your super tornado spin to take the long jump near the left wall. Remember, the arrows only fire if you cast a shadow over the lights on the floor.

Be extra careful wading through the oil spill just past the pit. Sets of sharp spears pops up from the floor so take care. The last two sets of spears require some extra care to get past them, as you must activate a switch to open a door and hop past the spears before the door closes again. Stop and watch the sequence of the spears carefully before proceeding. The good news is that right on the other side of the door is the level's first clear gem. Grab it and move on.

You'll hop across a few sets of platforms, making your way across the screen to your right until you can go no further. Ahead of you, you will see the end of the level. If you want to get the crystal and the second clear gem awarded for smashing all the boxes, you must backtrack through the easy path until you reach the points where the paths converge.

Once you've done that, head back up the easy path again and when you come to the point where you started, it's time to head forward again, making sure to take out every box along the way. If you're successful, you'll exit the level with two clear gems and the crystal. Result!

LEVEL 10: MAKIN' WAVES PT 2

Items to collect:
- 1 crystal
- 1 clear gem
- 35 boxes

Another tiger run with Coco. Use the usual strategy, and use R1 for extra speed to grab boxes in mid-air. Finally, follow the same pattern as in level 3 for rooftop boxes. Skip the first and third trap doors, but

bounce on the second door to reach the boxes on the roof.

SECOND BOSS: DINGODILE

The pattern for Dingodile is a little tougher than Tiny. First of all he lobs fireballs at you. Stand still and when they land nearby, run in the opposite direction to the way he's spinning. He'll then try and get you with his laser. In doing this, he destroys his crystal shield. Once you can get through, move in and spin into him. Now get clear when he bursts. He'll come back twice more, but with varying fireball patterns, so use the same routine. Once he's done for good, you'll earn the Double Jump. Press jump and then jump again in mid-air to go further.

LEVEL 11: DINO MIGHT!

Items to collect:
- 1 crystal
- 2 clear gems (second gem requires yellow gem found on level 27)
- 112 boxes

Use your newly acquired double jump to grab the extra life right at the start. After the first checkpoint, you'll come across a yellow platform. You can't use it until you get the yellow gem on level 27. Even if you already have the yellow gem, don't hop on just yet. First, keep moving ahead until you reach dry land. Make sure you smash every box and kill every enemy along the way, because you'll be backtracking in just a moment.

When you find an egg, spin into it to meet your new friend - a lovely little T-Rex. Jump to hop on and use the O button to hop off when you need to. There will be some boxes Rex can't open, so you must hop on and off throughout the level. Riding him, you should have no problem jumping over the large tar pits and over enemies that pop out of the goo below you. After you leave Rex behind, it's time to go back and take a ride on the yellow platform (if you already have the yellow gem). Backtrack (watch out for the lava pits and volcanoes) and hop on. See the end of this section for strategies to get through this area.

The bonus area on this level gives you a chance to practice your double jump. The only tricky part is smashing the steel-reinforced boxes that are suspended over the void below. Just stand near these boxes and use your super Body Slam to shake them apart.

And just when you thought this was a bit easy, as soon as you leave the bonus section you get another chase sequence with the angry triceratops. But you know how to deal with that by now. Don't you?

Riding the Yellow Gem Platform:

When you land, you'll be in another swamp. Move ahead carefully. Make sure the currents do not carry you into any enemies. Tread carefully, watching out for lava pits and volcanoes.

Finally, you'll come to dry land and some TNT boxes. Detonate one of the TNT boxes and stand aside. You must use your body slam to take out the steel-reinforced box afterward; the TNT isn't strong enough. When you come the next stack of steel-reinforced and TNT boxes, stand to the side and use your body slam on the ground next to the boxes. This should take out the steel-reinforced boxes and detonate the TNT box. Body Slam any boxes that are left over. Soon, you'll reach the point where you start moving out of the screen. Again, make sure not to get side-tracked by the currents. The first clear gem will be waiting for you before long. Grab it, hit the nitro switch box, and hop onto the yellow platform. The platform will drop you off right where you began backtracking before, so you don't have to go back and smash any boxes. If you took the ride on the yellow platform and smashed all the boxes, you'll exit with both clear gems. If you haven't got the yellow crystal yet, just come back later for another visit.

LEVEL 12: DEEP TROUBLE

Items to collect:
- 1 crystal
- 1 clear gem
- 1 red gem
- 88 boxes

More underwater nonsense. You start with the sub this time, but there's a lot of nitro about. Go slow! Use torpedoes on the TNT boxes to clear the piles of boxes, and avoid the whirlpools.

About halfway along the level, you'll come to a fork in road. It's actually easy to miss, since a row of fruit leads your eye upward; but if you look carefully, you will notice that you can continue to the right as well. You can finish the level by going either way, but if you want to recover the very important red gem and smash all the boxes on this level, you must explore both routes.

Head up the first path. After swimming through a tube and dodging a tornado, you'll grab a jet sub. Hop on and proceed carefully, shooting all enemies and firing at boxes. Take out the nitro boxes with your torpedoes because you'll be coming back this way without the sub, and you don't want to deal with them again. Be sure to keep a safe distance while you're firing, and remember that you can shoot boxes that are off the screen. Soon, you will come to a ! box and the end of the level. Flip the switch and head back carefully the way you came. Good job! Now it's time to head to the right and get the red gem and the rest of the boxes. First, detonate one of the TNT boxes so you can get

through the tunnel ahead of you. Your first obstacle will be a tube populated by two blowfish and a pile of nitro boxes, so be very careful! Use the ledges in the tube as places to rest while you wait for the right moment to use your spin attack on the blowfish.

After you've taken out the two fish, hug the left-hand wall on the way down to avoid the nitro box.

Unfortunately, as soon as you exit the tube, you will immediately be faced with more nitro boxes just waiting to blow you away. Softly, softly.

After that it's familiar stuff. Hit the nitro trigger and you should have got everything. Grab the red gem. Now you can go back to level 4 and explore the area that is accessible only with the red gem.

LEVEL 13: HIGH TIME

Items to collect:
- 1 crystal
- 1 clear gem
- 1 purple gem
- 87 boxes

It's the same routine as Level 7, basically. However, there is one difference. You now have two routes to follow. To get the crystal and the clear gem, you must complete the level on the easy path; to obtain the yellow gem, the hard path is the one to follow. Either way, you must tackle this level twice to extract all the treasures it holds. To access the hard path, you must make it to the point where the hard path begins without losing a life. If you die, you must exit and reenter the level from the Warp Room. You will recognise where the hard path starts when you see a floating platform for you to jump on. If you have lost a life before reaching that point, the platform will only be outlined, and you can't use it.

The Easy Path

The first people to welcome you to town are a couple of veiled residents throwing firebombs from their windows. Run past them when the path is clear. You may want to wait between the two windows if you're afraid you won't make it across the danger area quickly enough in one dash. When you come the large wall, use the arrow boxes to hop onto the awning and make your way to the top of the building. Use your spin attack to clear away any irritating baddies. The bonus area on this level is the hardest yet. Use your double jump and your body slam to get rid of the steel-reinforced boxes in your way. Your biggest challenge will be to smash the box suspended above the two rows of bounce boxes. Your best bet is to double jump off the ledge of steel boxes and then use the death tornado spin (which you acquire after defeating N.Trophy after level 15). If you don't have the tornado spin yet, you can try to snag the box above by carefully bouncing on the boxes and jumping. It's frustrating, but keep trying. Just before you get to the second tall wall, you'll see the entry to the hard path. If you've lost a life at this point, you'll see only a white outline of a platform. Even if the platform is there, ignore it for now.

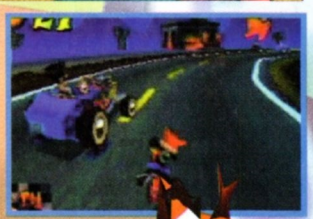
Jump over the knife throwers attacks, set off the TNT carefully , go just a little bit further and you can grab the clear gem - if you've smashed all the boxes. When you're done, it's time to go back for the yellow gem.

The Hard Path

Be very careful here. If you lose a life you'll have to start the whole level again. Get on the hard path platform, and you'll be confronted right away with residents throwing fireballs at you again, but this time you must negotiate jumping on an awning between the two windows. Start your jump as soon as the first fire goes out, and you'll make it across in time. The next set of fire-throwing residents requires you use different timing. Start running as soon as the second set of fire goes out, jump the gap, and use your spin attack on the magic carpet rider while you're in the air. After that, there's nothing else here you haven't seen already. There are some tough jumps, but take your time and before you know it, you'll see the purple gem in front of you. Grab it and exit the level. Now you can go back to level 9 and get the two clear gems that were unattainable before.

LEVEL 14: ROAD CRASH

Items to collect:
- 1 crystal
- 1 clear gem
- 29 boxes



Another bike race, so use the strategy from Level 8. Win the race, then get the boxes. Simple.

LEVEL 15: DOUBLE HEADER

Items to collect:
- 1 crystal
- 1 clear gem
- 91 boxes

Here you'll meet a dangerous new enemy: the double-headed giant. Your safest bet is to avoid them by running or jumping past them when they're not swinging at you. You can kill them with a spin to the face, but it's more trouble than it's worth.

You must use your double jump in the bonus area to smash all the boxes. When you come across a stack of boxes containing two TNT boxes, jump over them without smashing them. Run ahead to the next ledge and trip the switch box; then run back and use the bounce box to smash the boxes suspended in the air. Take out the TNT and keep moving ahead. Toward the end of the level, you'll see a goat pacing back and forth on a ledge. It will be tempting to take the time to use your spin attack on the goat, but if you do, you'll likely be nailed by the wizard ahead of you who is lobbing fireballs your way. It's best to wait until the goat is out of the way and hop across the ledge quickly; run forward and jump over the wizard's fireballs until you are close enough to attack.

THIRD BOSS: N.TROPHY

You'll find yourself standing on a platform a fair distance away from N.Trophy at first. He will lob fireballs at you initially and then follow this attack by sending deadly laser beams across your platform. You must jump over these obstacles to stay alive long enough to take your first shot at N. Trophy. After his assault, he will provide a set of tiles for you to jump across to get close enough to him to use your spin attack. N. Trophy stands still for a only a few moments at this time, so hurry across and give him your best while he's dormant. You must repeat this sequence of events three times; each sequence is more difficult.

Here is the pattern N. Trophy will follow:

First sequence: One fireball, one laser from the front, two lasers from the right, and one laser from the left.

Second sequence: Two fireballs (single jump over the first ball and double jump over the second), two lasers from the front, one laser from the right, one laser from the front

Third sequence: Three fireballs (single jump over the first ball and double jump over the last two balls), one laser from the left, one laser from the right, one laser from the front, two lasers from the left. You now gain your third new power: the Death Tornado Spin. Press the square button repeatedly to prolong your spin attack or to stay afloat longer in the air.

LEVEL 16: SPHYNXINATOR

Items to collect:
- 1 crystal
- 2 clear gems (second clear gem requires clear gem found on level 20)
- 105 boxes

Stop! Walk towards the screen to find some sneaky hidden boxes right at the start! OK, now carry one as normal. You'll immediately come to a fork in the road. On your left is an enormous pit. Believe it or not, you actually can make it across this abyss, but you must have obtained the Crash Dash power by defeating the final boss, Dr. Cortex. If you choose to go for it, use your crash dash, double jump, and tornado spin to make it all the way across. Four free lives await you on the other side of the pit, but there are no boxes to smash or any other goodies, so don't bother taking the left path unless you like a challenge. If you do manage to retrieve the four free lives, the safest way back is to exit to the warp room and restart the level.

The path on the right is the main section of this level. The first enemy you'll come across is a mummy in a coffin. Use your spin attack once to smash the coffin, then spin again to get rid of the mummy that pops out of the coffin. This level is also littered with spears popping out of the floor, so be on the lookout for suspicious holes in the ground. About halfway through the level you'll come across the blue gem platform. If you have retrieved the blue gem from level 20, you can hop on to retrieve the second clear gem from this level. Or not. We'll carry on with the normal route for now. When you come across the Egyptian lowering sliding slabs of rock, wait

a moment before you move in to take him out. Let the moving slabs destroy the two nitro boxes to avoid getting yourself into an explosive situation.

Believe it or not, this level's bonus area is pretty easy. Take it easy around the TNT boxes, using your spin attack sparingly. If you want to grab the free life sitting near the TNT box, you must smash the Crash box before detonating the TNT box. On the last stack of boxes, carefully jump and use your spin attack to smash the two boxes sitting above the TNT box. The TNT will explode; then use your body slam to take out the steel-reinforced box before you leave the area. After the bonus area, it's more of the same until you reach the end of the level.

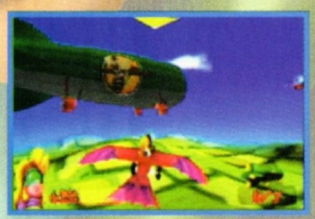
Riding the Blue Gem Platform

This is a very, very tricky bit. The entire area is smeared with oil, so you can't get your footing. You must jump a series of pits to make it all the way to the gem. The best strategy is to run and jump without hesitating. Trust your instincts and don't stop to think if you can help it. Whenever you encounter monkeys tossing stones at you, use your tornado spin furiously to take them all out quickly. After the second checkpoint, follow the fruit for the safest path past the darts. Then it's just a few more pits and monkeys, and the clear gem will be yours.

LEVEL 17: BYE BYE BLIMPS

Items to collect:
- 1 crystal
- 1 clear gem
- 11 boxes

Biplane time! The flight controls are simple to pick up. Use the control pad to steer the plane, use the O button to fire, and use the square button to perform a barrel roll to avoid enemy fire. Your job is to take out the seven blimps to get the crystal and destroy all eleven boxes along the way if you



wish to retrieve the clear gem. You can smash the boxes by shooting them down or by flying into them with your plane. Scattered throughout the level are white balloons carrying first-aid boxes. Hit these boxes to restore your energy when it's running low. Don't waste your time trying to take out every fighter plane; there's an infinite number of them. The best strategy is to make sure the fighter planes do not have time to set up an attack in front of you. When you see them enter formation to attack, change direction and get out of the way.

LEVEL 18: TELL NO TALES

Items to collect:
- 1 crystal
- 1 clear gem
- 61 boxes

More jetski action. Follow the advice from Level 5 and watch out for hidden boxes. Explore thoroughly behind ships and islands to get them all.

LEVEL 19: FUTURE FRENZY

Items to collect:
- 1 crystal
- 2 clear gems (both accessed through level 29)
- 134 boxes

If you want to collect the crystal, you can do so by entering Future Frenzy in level 19. If you're looking for the two clear gems, you must enter from level 29, which will require 20 relics.

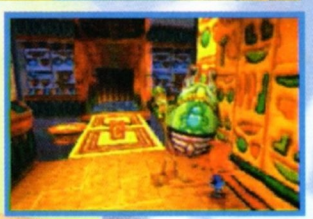
Avoid the laser beams, either by jumping or crawling. Electronic probes are also scouting the level; you can spin them when they are not glowing red, but you'd be better off just avoiding them. And watch out for the small flying saucers; you can attack them from above, but they are invincible from below. Finally, watch out for the mechanical porcupines on the ground; jump well over them, preferably after they temporarily retreat in their shell.

The disc-shaped platforms only remain stable for a short period of time; hop on them when they are green, but when they flash yellow your time is running short. There are three spots where you'll find yourself standing on a rotating disc. These discs will shoot you high in the air, once just for fun, once over a pile of TNT boxes, and once over a large gap. Use your control pad immediately after you are airborne to clear the necessary distances.

For the bonus area, you must master the double jump followed by the tornado spin. It may take you a few tries before you get it right. Concentrate on obtaining the maximum possible height with your jump before you use your tornado spin.

LEVEL 20: TOMB WADER

Items to collect:
- 1 crystal
- 1 clear gem
- 1 purple gem
- 88 boxes

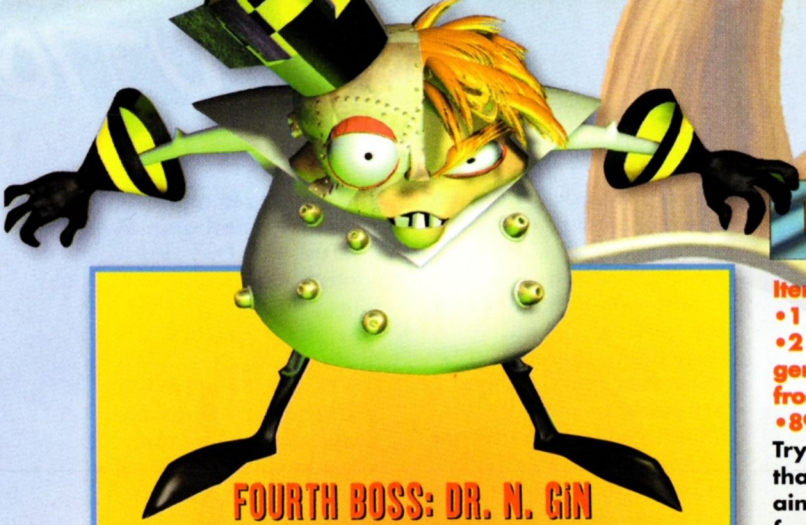


There are numerous pits scattered throughout the level that periodically fill up with water. You must be very careful whenever you're wading through these areas to make sure you're on high ground when the water rises. Crash can't swim, and he'll die immediately if he can't stand in the water.

One of the keys to successfully completing this level is to avoid any enemies you can and not get distracted. Directly ahead of you, you'll see a closed door and a wheel that opens it. Spin the wheel to open the door and proceed forward cautiously. Watch the pit of water ahead of you. When it drains, run ahead and smash the boxes. If you need more time, use the floating platform as a place to take shelter when the water rises again. Get out of the pit while you can. You'll eventually come across a large wooden slab that pops out of the left wall and then retracts. This level is littered with these slabs, and each of them threatens to push you into something you'd rather avoid; in this case, it's a nitro box. You can either jump over the slab when it pops out or run past it after it has retracted, but don't fool around.

The next pit of water has two TNT boxes in it. Again, take your time and detonate these boxes one at a time. You may need to run back to high ground after you take the first one out. Now run ahead to the steel platform. When the water drains, hop off, avoid the mummy, and get out of the pit as quickly as possible. Before long, you'll be greeted by a shielded guardian who will follow your every move. Use your dash attack (the O button) to hit him in the legs.

The bonus area on this level will require some fancy footwork. The first order of business is to take out the box suspended below the row of outlined boxes; once you



FOURTH BOSS: DR. N. GIN

This guy is tough. Coco will use her spaceship to attack N. Gin's giant space robot as it tries to wipe you out of the solar system. You must take the robot out in pieces. Each piece is vulnerable to attack when it flashes yellow. Try to get as many shots in as possible whenever you have the opportunity. There are two tricks to staying alive. Blow up any missiles heading your way and avoid N. Gin's machine-gun fire like the plague. Keep at it, and you'll take out all his offensive capabilities. You need to do this another two times. After you defeat N. Gin, you will gain the Bazooka (L2 button to activate, O button to shoot). Enemies become much easier with this baby to hand.

hit the ! box, it will no longer be accessible. Hop carefully to smash the box. Then move forward, hopping on boxes along the way. Use your double jump to hit the next ! box, then use your double jump and your tornado spin to leap over the row of nitro boxes to detonate the TNT box on the other side; this will take care of blowing up the nitro boxes so you don't have to. That done, it's back to the main level...

The next water pit will require your full attention. Take it slow and retreat to high ground whenever you feel time running short. A box is hidden from view suspended above the floating platform; be sure not to miss it. You'll come to a platform on your left. If you've lost a life on this level, it will only be outlined, and you can't use it. This platform takes you to this level's hard path and to the purple gem. But let's finish the easy path first. Be sure to hit all the ! boxes you come to; they provide steel platforms for you to take refuge from the rising water ahead. When you come to a shielded guardian standing near two TNT boxes, lead him to the far left side of the pit before using your slide attack to avoid blowing yourself up. As soon as you take him out, retreat back to the floating platform; there isn't time to make it to the next stack of steel boxes.

You'll face more of the same obstacles along the rest of the easy path. Just take your time and don't get stranded in the water. Hit the nitro switch box at the end of the level, and if you've smashed all the other boxes, you'll exit the level with the crystal and the clear gem.

The Hard Path

Once you reach the hard path, step carefully to avoid the nitro boxes scattered throughout the rest of the level. Hit the two steel ! boxes to create islands for you to rest on. To get past the three giant slabs popping out of the wall, just leg it past them; you don't have time to stop and wait for a clear shot. The same philosophy goes for the next set of slabs you come across; use quick timing and double jumps to avoid getting pushed into a pit since you don't have time to wait for a clear path. It's just one more door until you reach the purple gem. Grab it and get out of there!

LEVEL 21: GONE TOMORROW

Items to collect:
- 1 crystal
- 2 clear gems (both clear gems require green gem from Level 23)
- 89 boxes

Try your bazooka out on that stupid UFO. Groovy, ain't it? Now move forward, taking out baddies in advance with your bazooka. Avoid the laser beams. Before long, you'll come across a tank. Dodge it's missiles and bazooka it up the arse when it turns round.

When you come to a single box surrounded by four outlined boxes, it's time to take a breather and decide your strategy

for the rest of the level. If you just want to retrieve the crystal, you can move onward, taking out as many boxes as you can until you reach the end of the level. If, however, you want to retrieve both clear gems, you should just ignore these boxes for now. First, you must take a ride on the green gem platform to flip a secret switch before you can access all the boxes in the coming area. If you have the green gem and are ready for the challenge, move onward until you reach the green gem platform. To ensure that you can smash all the boxes later on, do not hit any switch boxes or smash any more boxes until you ride the green gem platform. Also, skip the first checkpoint box you come to; you'll want to save it for later so you won't have to repeat

all your hard work after you've ridden the green platform.

Riding the Green Gem Platform

The green platform will take you to an area very similar to the rest of the level. Your three goals in this section are to smash all the boxes, collect the first clear gem, and hit the steel ! box. The switch box unlocks the inaccessible boxes from earlier in the level. When you hop on the platform at the end of this section, you'll find yourself back where you started, to uncover and smash all the remaining boxes.

Back at the Beginning

Hop off the platform and find yourself near the beginning of the level. Your first job is hit this steel ! box, then backtrack a few platforms to smash the four newly visible boxes. Now move

forward again, taking out all the boxes as you go along. When you come to another set of outlined boxes, use your bazooka to activate the two ! boxes on either side of the path. Don't hit the next ! box! First, use your bazooka to take out the two boxes suspended under the outlined boxes. Then hit the ! box and walk across the bridge of steel boxes. When you arrive at the next bridge of steel boxes, use your bazooka to take out the two boxes under the bridge. The bonus area will require you master the use of that oh-so-useful bazooka. Use it to get rid of nitro boxes that stand in your way as well as activate any ! boxes that are not reachable otherwise. Now, just make your way to the end of the level, and you'll leave with the crystal and both clear gems.

LEVEL 22: ORANGE ASPHALT

Items to collect:
- 1 crystal
- 1 clear gem
- 20 boxes

Another bike level. You know what to do. Once to win the race, then again to get the boxes. Sorted.

LEVEL 23: FLAMING PASSION

Items to collect:
- 1 crystal
- 1 clear gem
- 1 green gem
- 75 boxes

You can really let rip the bazooka here, as you get some payback for the agony of previous levels. About halfway through the level, you'll come across a platform that leads to the hard path (it will only be available if you haven't lost a life up to this point). The hard path takes you to the green gem. But first, as always...

The Easy Path

Armed with your bazooka, the easy path is a doddle. Work your way slowly through the town, taking out any problem enemies before you reach them. The only trick is the one cleverly hidden box just before the end of the level; keep your eyes open for this box, suspended high above the path and reachable only by using your bazooka. Cunning.

In the bonus area, make liberal use of your bazooka to destroy nitro boxes that block your path. You must also use the bazooka to take out the bounce boxes suspended in mid-air once you have used them.

The Hard Path

Once you make it to the hard path platform without losing a life, hop on. The hard path mainly requires fancy footwork, so take it slowly. When you confront the man throwing knives at you across a narrow platform, step carefully toward him while jumping over his knives; if you jump too far, you may fly off to your death.

Unfortunately, your bazooka will be less handy on the hard path, since several fire-throwing residents are simply not within your range. Use your double jump and tornado spin to make it past the hard spots. After you collect the green gem, you'll find yourself back on the last part of the easy path. Sprint to the end of the level.

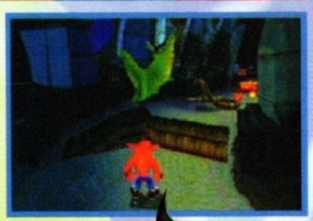
LEVEL 24: MAD BOMBERS

Items to collect:
- 1 crystal
- 1 clear gem
- 11 boxes

Back in the biplane, refer to Level 17 for the nitty gritty. This time you've got to take down the bombers. Shoot their propellers. That'll show 'em.

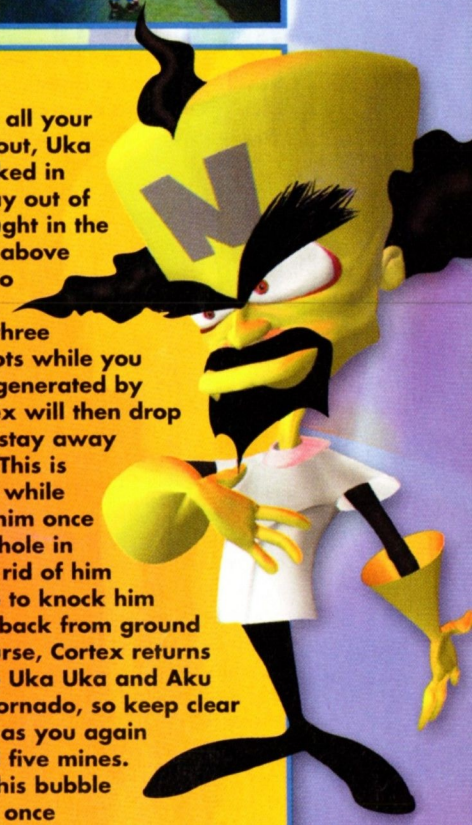
LEVEL 25: BUG LIGHT

Items to collect:
- 1 crystal
- 2 clear gems (second clear gem requires all five coloured gems)
- 120 boxes



This is the last non-secret level, and thankfully it

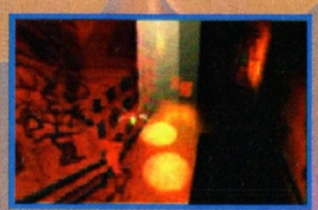
FIFTH BOSS: N. CORTEX



Defeating N. Cortex will take all your concentration. As you slug it out, Uka Uka and Aku Aku will be locked in mortal combat as well, so stay out of their way, or you will get caught in the crossfire. N. Cortex will float above you, but don't bother trying to attack him now. He will fly around the room and throw three fireballs at you. Avoid his shots while you stay clear of the laser beam generated by Uka Uka and Aku Aku. Cortex will then drop five mines around the room; stay away from them as they detonate. This is your chance to attack Cortex while he is out of his bubble. Spin him once and then knock him into the hole in the centre of the room to get rid of him completely. If you aren't able to knock him into the hole, you must start back from ground zero, so aim carefully. Of course, Cortex returns for a second round! This time Uka Uka and Aku Aku are locked in a deadly tornado, so keep clear of their violent confrontation as you again dodge the three fireballs and five mines. Spin Cortex when he leaves his bubble and send him down the hole once again. Cortex will come back for one more round. This time Uka Uka and Aku Aku fight each other in a series of nuclear-powered explosions, so stay clear. Cortex uses his same formula to bring you down. Spin him when he's vulnerable and send him down the pit. After you beat Cortex, the credits will roll. Wait for them to finish and then be sure to save your game. Now that you've defeated Cortex, you will gain your fifth and final new power: the Crash Dash. Hold down the R2 button to run as fast as Crash can. The dash comes in handy particularly in time trials.

starts off quite easy. Immediately after the first checkpoint, you'll come across a firefly. Touch the firefly, and it will follow you along the trail. Now hurry along! The bug will only stay with you for a short period of time; if you aren't quick, you will be left in total darkness. So, don't waste any time moving forward. Before long, you'll come across a second firefly waiting for you in front of a door that opens and closes. Grab the firefly at the right moment, so you can proceed directly through the door; you don't want to waste time waiting for it to open. Again, move fast to avoid being left in the dark.

Before the next checkpoint, you'll come across the blue gem platform that you can only use if you have collected the blue gem from level 20. To complete the area on the other side of the blue gem, you will actually need all five coloured gems, so don't bother hopping on if you don't have them all in your possession. See the strategies at the end of this section if you decide to take the ride. After the checkpoint, you'll be blessed with three Aku Aku boxes that will grant you invincibility for a limited time. Smash the boxes, grab the next firefly, and haul ass; watch out for the cleverly concealed pits in the next section or you will fall to your death. Even an invincible Crash isn't immune to gravity!



Before you grab the next firefly, you can attempt the bonus area. A word of warning: This is by far the toughest bonus area in the game, but if you're a true professional you've gotta do it. First, ignore all the nitro boxes in the bonus area; you'll detonate them at the end of the level. Your first course of action is to destroy the first set of boxes with your bazooka before grabbing the firefly; this will buy you a few seconds later on. Then, grab the firefly and move forward quickly,

smashing the first set of boxes and hitting the first ! box. Dash across the bridge of steel boxes and quickly use your spin attack to smash the next pile of boxes, again activating the steel ! box when you are done. Move forward and jump to smash the top row of the next set of boxes, but leave the two bottom bounce boxes in place. Now, dash forward into the giant pile of boxes in front of you, working your way down into the pit, hitting the switch box when you're done. If you've done this all quickly, you'll just now be left in the dark. Now, it's time to feel your way in the dark to smash the two boxes you left behind. Walk left until you stop, then double jump out of the pit. Walk left again until you fall down slightly and then move left; you are now on top of the two bounce boxes. Jump five times to smash the first bounce box, land slightly to your right, and jump five times again to smash the second bounce box, this time jumping to the right when you are done to land on the platform again. Now walk to the right. You will fall into the pit; double jump out of it and keep walking to the right. Just before you see a lone piece of fruit hanging in the blackness, take a long double jump to the right and walk to the end of the bonus area. You'll leave with 34 out of 40 boxes, and you'll destroy the six nitro boxes at the end of the level. And relax. There are two more bugs for you to catch until you reach the end of the level. Move quickly and carefully ahead; the end is near.

Riding the Blue Gem Platform

Before you hop on the blue platform, run ahead and hit the checkpoint box so you can start back near the platform if you lose a life. Although it may be dark on the way back from the checkpoint box to the platform, there are no pits to fall into, so you can run with confidence. The first section you'll land in requires extremely delicate manoeuvring. You must make it through a seemingly endless series of light circles and avoid getting hit by poison darts. Jump carefully, using your double jump to stay above the darts and make sure to land outside the light circles. Hop onto the green platform and move into the next section. Now it's time to avoid the spears popping out of the floor while running around rogue nitro boxes. Step gingerly and take your time through this section. Hop onto the purple platform. The next section will put your jumping abilities to the test. Time your jumps carefully from moving platform to moving platform and watch out for the set of collapsing tiles near the beginning of the section. Hop onto the yellow platform. The next section is a piece of cake. Just hop over the pits and avoid the mummies in the spiked coffins. Hop onto the red platform. Now, it's just a short jog to the next clear gem. Watch out for the single collapsing tile between you and the end of the level. And that's it.

SECRET LEVELS

Level 26: Ski Crazed

(requires five relics to enter level)

Items to collect:

- 1 clear gem
- 100 boxes

Coco is back with her jet ski in the radioactive level. There are lots of boxes on the level so you must scour every corner to find them all. It helps to backtrack every once in a while and make sure you haven't missed any boxes hidden from easy view. There is an outrageous number of nitro boxes hanging in the air, so be extra careful on the ski ramps. There is a nitro switch box near the end of the level to take these explosive boxes out of the picture.

Level 27: Hang 'Em High *(requires ten relics to enter level)*
Items to collect:
•1 yellow gem

Level 27 finally lets you grab that elusive yellow gem from level 7 that you couldn't get your hands on before. You'll start on a ledge; jump carefully to your right, timing your jump so that the swordsman has his back to you. The rest of the level is straightforward, requiring that you only time your jumps very carefully to avoid more swordsmen, magic carpet riders, and lots of nitro boxes. Take your time whenever you're near a set of nitro boxes, and you'll make it over them just fine. There is no clear gem to retrieve in this level, so you don't need to worry about detonating the nitro boxes when you leave. Finally, you'll come to the elusive yellow gem. Grab it and give yourself a pat on the back. Now step onto the platform to the right and float to the end of the level.

Level 28: Area 51? (requires 15 relics to enter level)
Items to collect:
•2 clear gems
•24 boxes

Bike action again. The only way to come in first is to run a truly perfect race: Hit every set of speed arrows on the track, avoid running off the road, and steer clear of oncoming police cars. Use the warning cones on the side to prepare yourself for turns in the dark highway.

Level 29: Future Frenzy *(requires 20 relics to enter level)*
Items to collect:
•1 crystal (same crystal as level 19)
•2 clear gems
•134 boxes

Level 29 lets you collect one clear gem outright, while letting you smash the boxes you couldn't reach in level 19. Use the same strategies as you did in that level to make it through this rough area safely. Be extra careful of the probes and flying saucers that hover closely beside boxes you must smash. If you have obtained the bazooka by beating N. Gin (the fourth boss), use it to your advantage and take out everything that moves before you get too close. Soon, you'll collect one clear gem and hop onto a platform. The good news is that you have now entered level 19, where you can smash the remaining boxes and collect the second clear gem. The bad news is that you have landed in the middle of the level, so you must start by trekking backward to smash all the boxes to the beginning of the level. Arse.

Level 30: Rings of Fire (requires 25 relics to enter level)
Items to collect:
•2 clear gems
•33 boxes

And finally, a bit of a fun level to round things off. Back in the biplane, you must beat Cortex's air force in a race through 30 burning rings. An arrow at the top of the screen points you in the direction of the next ring if you get lost. Each time you pass through a ring, you'll get a burst of speed; if you perform a barrel roll (press the square button) while you're passing through a ring, you'll gain even more speed. If you need to slow down, press the X button. The O button controls your machine gun, which you must use to shoot down boxes (especially those pesky nitro boxes). You must go through every ring to end the level. Approach this level in two passes, just as you did on the other racing levels. The first time, concentrate on finishing the race in first place; the second time, focus on shooting down all of the boxes.

Yet another fine game solution from your caring, Sharing Planet PlayStation. What game would you like to see solved next issue? Let us know! God, we're nice to you...

If you've collected all 25 crystals, 28 relics, five coloured gems, and 37 clear gems, you have completed your mission. Now, you can go back and fight Cortex again to see the proper ending of the game and have a well earned relax at Chez Crash. Congratulations!

Spacecadets

Are you a Space Cadet? Chances are, if you're reading this mag, that you already are. But to make sure, why not write in with your reviews, complaints, pictures, stories and lists of swearwords. The best entry each issue gets over £100 worth of kit from lovely Gamester. So write in!

WE ARE SEXY – OFFICIAL!

Dear Planet Playstation,
Do you all really look like those pictures at the front of the mag? What happened - did you step out in front of a bus or something? I hope this letter doesn't affect my competition entries. Even though you are all pig-ugly.
Sue Prince, London

Miaow! Our faces have been altered via the miracle of modern technology for your own protection, Sue. If we appeared as we really were, our handsome mugs might dazzle you and cause temporary blindness. Bren would like you to know that he once reached the finals of Miss Northern Lass, and might have won if the judges hadn't spotted the obvious deception during the swimsuit parade. So there.

SPYRO "GAME OF THE YEAR"

Dear Planet Playstation,
I thought you might like my review for Spyro the Dragon. Spyro is the only dragon to escape being turned into a statue by the baddie, Gnasty Gnorc. He has to save his friends by travelling between five worlds, head butting and breathing fire, collecting treasure along the way. Everything looks really colourful and cute, but that doesn't mean it's easy. I still haven't reached the end yet! There's a boss for each world, lots of different levels, and plenty of surprises. It's my favourite game this year.
Stephen Emms, Derby

Thanks, Stephen. We're with you all the way on the gorgeousness of Spyro. Do you want to share your thoughts on the latest games? Then get writing in, and find fame with Planet PlayStation!

2 LATE FOR PLAYSTATION?

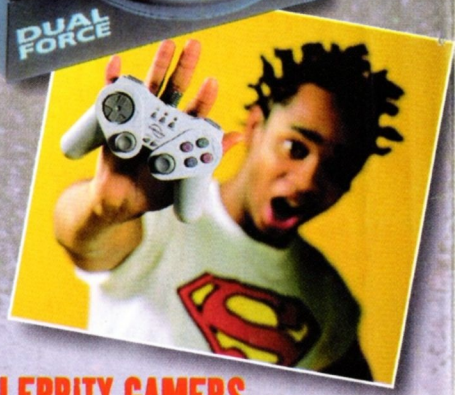
Dear Planet Playstation,
Could you tell me if I should still buy the current PlayStation, or wait for the new one to come out? I don't want to spend a lot of money if it's going to be out of date before I can buy any games for it.
Lucy Gershon, Kent

Don't worry, we're in touch with all the rumours regarding the PlayStation 2, and it won't be appearing over here for ages. With the price of a console now lower than ever, you'll have plenty of opportunity to squeeze out every last drop of game juice, and we can help you pick out the gleaming nuggets of game gold from all the muck out there. No problem.

CORNFLAKE TRAGEDY

Dear Planet Playstation,
You made me choke on my cornflakes when I saw the picture of the new Star Wars battle droid in your last issue. I want!
Paul Flynn, Denton

Well, 'I wants don't get' Paul! You're just going to have to suck on your soggy cornflakes until later this year. Like the rest of us!!



CELEBRITY GAMERS

Dear Planet Playstation,
I think it would be a really good idea if you asked celebrities to recommend their favourite games, and challenge them to a multi-player match. You could even ask readers to write in, and choose some to go with you! I'd like to see Cleopatra beat each other up, or Johnny and Denise try Resident Evil 2. What do you think? I'm always available if you need any help.
Aidan Forsythe, Belfast

Oh, we like your style. No messing about - just a blatant request for the chance of a celebrity snog! We can see it now. "Oh , I'll just reach over to pick up this cable...sorry! I seem to have fallen into your lap!" A likely story. You're hired.

THE STARING BOY

Hooray! Welcome back to the Staring Boy! Apparently he's been very busy over Christmas, conquering worlds and eating chocolate oranges. But as usual, that's not all he's been up to. Come one, come all, and join our cry! What have you been conquering this month, Staring Boy?

THE GAME FAME GAME

HA HA! OUR FIRST TREMBLING VOLUNTEER FOR THE GAME FAME GAME AWAITS! MEET CHRIS NEWALL. HE'S A BIG PLAYSTATION FAN, JUST GOT HIS CONSOLE THIS CHRISTMAS AND CAN'T KEEP HIS HANDS OFF TEKKEN 3. IN FACT, HE LIKES IT SO MUCH, HE WANTS TO BE IN THE GAME. AND WITH A LITTLE JIGGERY POKERY, HE CAN BE! SO HERE HE IS, GETTING READY FOR AN ALMIGHTY SCRAP WITH THE TEKKEN GANG.

FANCY YER CHANCES?

THINK YOU COULD HANDLE BEING STUFFED INTO A GAME? THEN SIMPLY SEND A RECENT PHOTO, CLEARLY SHOWING YOUR FACIAL AREA, AND TELL US WHICH GAME YOU'D LIKE TO BE IN. WE'LL DO THE REST. SORRY, BUT WE CANNOT RETURN PHOTOGRAPHS. WE KEEP THEM IN OUR SPECIAL LAUGHTER FILE FOR MISERABLE DAYS. SO THERE!

SHOPPING LISTS

Dear Planet Playstation,
Can you recommend any games that are coming out next year, because I'm getting some money for Christmas and I don't want to waste it on rubbish. I read your first issue and added Medievil and Tenchu to my prezzie list (I already have Tekken 3 and it's fantastic, but I had to stop when I started to get blisters on my fingers!), but I don't know what else to look out for.
Peter O'Connor, Bristol

Well, you probably can't go far wrong with Tomb Raider 3. And if you liked Tekken 3 you should keep an eye on Shao Lin and Kensei for more fighty frolics. And, of course, buy the next issue of Planet PlayStation where we'll be running down the 50 games to watch in 1999.

FINAL FANTASY SEXPOTS

Dear Planet PlayStation,
I really like the new magazine, especially the review pages and the tips and cheats. I like to play RPG games like the Final Fantasy series and Resident Evil, so I'm looking forward to the new versions when they come out. Don't forget to tell us all about them! What I'd really like is a poster of Cloud or Chris for my bedroom wall. I think all the other girls out there would like this too! Please help!
Lindsay Isaacs, Preston

Mmm. Why not? We quite like the idea of a Final Fantasy poster ourselves actually. Purely for professional reasons, you understand...

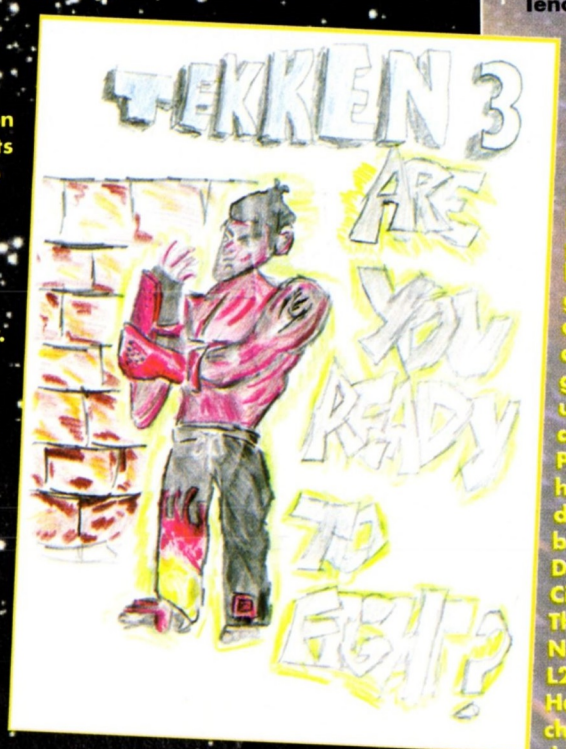
HONOURABLE NINJA CHEAT!

Dear Planet PlayStation,
Is there any chance of some Tenchu cheats in your next issue? I got the game for my birthday, and althought I'd never heard of it before then, now I can't stop playing it. All day and all night. Are there any other games like it? My favourite weapon is the grappling hook because you can point and shoot it anywhere. It's just totally different to anything else I've played. I notice that everyone seems to be getting excited about Metal Gear Solid, but Tenchu is all about sneaking about too, and this gets my vote every time. Tenchu Tenchu Tenchu!
Ricky McDonald, Edinburgh

Funny you should mention that. We've just been passed a hot-off-the-press cheat by our specially trained tips puffin, Mr. Beaky. He's found a cheat that lets you access the programmers secret menu and become invincible. You can also give yourself as many weapons as you like, including some that aren't featured in the normal game! We could make you wait until next month but as you asked nicely...
Pause the game. Now press and hold L1 and R2. With those held down, press the following buttons in order: Up, Triangle, Down, X, Left, Square, Right, Circle. Now let go of L1 and R2. The game will freeze for a second. Now unpause the game and press L2 and R2 to get the secret menu. Have fun, but beware that the cheat can crash the game if you do it too many times.

STAR LETTER

Who would have guessed that the Planet PlayStation Space Cadets would prove to be such a talented bunch of artistic types? Well, you've got pretty good taste in magazines for a start! This top effort comes from David Selby, who tells us he's a big Tekken fan. Obviously. Reckon you can do better? Then write to this address and you could win a Dual Force Steering Wheel and two Dual Force Joypads courtesy of Gamester. In the meantime, drool over them online at www.leda.co.uk



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Doom
Duke Nukem: Time to Kill
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Excalibur
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Felony 11-79
Fifa 96, 97, 98
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Firo and Klawd
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Klonoa
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Loaded
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Machine Hunter
Madden 97, 98, 99
Magic Carpet
Magic Gathering Battle Mage
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MDK
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Metal Gear Solid
Micro Machines v3
Monopoly
Monster Trucks
Mortal Kombat 1, 3, 4 & Trilogy
Moto Racer 1 & 2
Motor Head
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N20
Nagano Winter Olympics 98
Nanotek Warrior
Nascar Racing 98 & 99
NBA Hangtime
NBA Jam Extreme
NBA Live 96, 97, 98
NBA Shootout 96, 97, 98
NBA Zone 1, 2 & 98
Need for Speed 1, 2, 3
NFL Face off 97 & 98
NFL Gameday 97, 98, 99
NHL 97 & 98
NHL Breakaway 98
NHL Face-off 97
Nightmare Creatures
Nuclear Strike
One
Pandemonium 1 & 2
Panzer Bandits
Parappa the Rapper
Pitfall
Pitfall 3D
Porsche Challenge
Poy Poy
Premier Manager 98
Pro Pinball
Project Overkill
Psychic Force
Rage Racer
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Ray Racers
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Total NBA 97
Treasures of the Deep
Triple Play 97, 98, 99
Tunnel B1
Twisted Metal 1, 2, 3
Victory Boxing
Vigilante 8
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VR Powerboat Racing
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War Games
War Gods
War Craft 2: Dark Saga
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